

<b>Job Title:</b>	<b>Principal Software Engineer</b>
<b>Position Type :</b>	Full-Time, any location in USA (remote ok)
<b>Job Description</b>	
<p>LonoCloud is a fast-paced new startup located in southern California. LonoCloud is looking for a highly motivated, goal-oriented, passionate individual who will be responsible for designing and developing the LonoCloud software stack and customer-defined applications. We are seeking an innovative candidate with experience in distributed computing, multi-threading, concurrency, and ideally Clojure, Erlang or other functional programming languages. This position does not require that you live in, or be willing to relocate to, San Diego. Be part of a progressive new company culture that includes pair programming, office meetups, and a community of Cloud OS innovation.</p> <p><b>Responsibilities:</b></p> <ul style="list-style-type: none"> <li>- Passion to design and deliver highly scalable software architectures that focus on the business requirements of our customers and enable industry leadership in Cloud OS platforms</li> <li>- Ability to creatively solve problems and be part of an agile team to deliver fault tolerant, highly available, and secure cloud PaaS systems</li> <li>- Demonstrate best practice software development expertise, and develop/maintain cloud applications, tools, and re-usable components</li> <li>- Willingness and ability to adapt to new technologies</li> <li>- Motivated to deliver exceptional customer experience and solving real problems for real users</li> <li>- Willingness and ability to represent LonoCloud and its software stack at customer meetings, workshops, conferences, and in social media</li> </ul> <p><b>Desired Qualifications:</b></p> <ul style="list-style-type: none"> <li>- Minimum of 8 years of experience with commercial software development in building distributed application systems, including familiarity with Java, Ruby, and Clojure (or another functional programming language)</li> <li>- Ability to work on remote agile teams, self-motivated, work independently</li> <li>- 3+ years of experience in technologies used in the cloud computing space including Amazon AWS, Rackspace, or related IaaS offering, map/reduce algorithms, virtualized server compute units, scalable architectures</li> <li>- 2+ years of experience with SOA based integration techniques using web services, XML/HTTPS, or REST.</li> <li>- Hands-on experience with Git</li> <li>- Specific experience with agile methodologies (Kanban, SCRUM, XP) and modern software development environments</li> <li>- Proven experience with complete product life cycle in a production services environment, including design, implementation, load and scale testing, deployment and maintenance</li> </ul> <p>To apply please send a cover letter and your resume to <a href="mailto:jobs@lonocloud.com">jobs@lonocloud.com</a>. Use subject line “Principal Software Engineer”.</p>	
<p><i>LonoCloud is a privately held company located in San Diego, California. The LonoCloud Platform-as-a-Service+ (PaaS+) Cloud OS is designed for enterprises who want to develop and deploy mission critical applications that require greater control over security, availability, cloud scale, and performance over the InterCloud (<a href="http://www.lonocloud.com">http://www.lonocloud.com</a>)</i></p>	