



We are **CrowdStrike**, a security startup working to protect the critical systems of organisations ranging from global corporations to NGOs. Our clients are in the crosshairs of some of the most sophisticated adversaries in the world - organised criminals, foreign intelligence agencies & terrorists. Our job is to build systems that can identify and prevent their attacks and we've been successful enough that our presence on networks has been enough to **scare off attackers**. Now we're looking to expand our UI team to help build the next generation of interfaces & visualisations to help find needles in haystacks and prevent & counter attacks as they happen.

We're building a welcoming & flexible team that prizes collaboration over competition, one which provides opportunities to learn new skills, mentor junior developers and contribute to the direction of both the team & the products we're responsible for. This is a high trust environment where we allow team members to manage their own time, take holidays as they need it and reward them with competitive salaries and equity.

Our stack is Ember, but if you've used frameworks like React or Angular you're the kind of person we're looking for and we'll help get you up to speed. As we support only **evergreen browsers** we can push the boundaries of what's possible on the web as a platform, on top of a system that strips any hyperbole from the term "big data". In close collaboration with analysts & clients you'll get to see the apps & visualisations you're building used every day to hunt for hackers and protect systems.

Our ideal candidates are sensitive to the needs of the users of their software & love learning more about their tools every day. Get excited about new features in Chrome Devtools? Tested your work in screen readers? Ever lost half an hour getting an animation's bezier curve to be just the *right* kind of bouncy? Looking for a challenge that's out of the ordinary? Get in touch.

We'll aim to review your application within a day or two and if we think you'll be a good fit we'll schedule an initial phone call. If we think CrowdStrike might be the place for you after that we'll invite you for an on-site interview where we'll review some code, discuss architecture in modern web apps, work processes and professional development. This will be followed by a second technical interview by video call, after which you'll get an answer within 3-4 days.

We're looking for the following skills but welcome all talented candidates:

- A desire to collaborate closely with users, designers, & testers to deliver quality software that solves problems.
- A deep understanding of Javascript and considerable experience building thick-client applications with modern frameworks such as Ember, AngularJS, Backbone or React/Flux.
- Experience with testing frameworks, tools and methodologies such as QUnit, Mocha & Selenium.
- Functional knowledge & interest in developing genuinely accessible interfaces.
- Strong HTML & CSS skills, with bonus points for experience with animation, knowledge of approaches to scalable/modular CSS, & preprocessors such as SCSS & LESS.
- Familiarity with client-side build processes & tools - Grunt, Gulp, Ember CLI etc
- Comfortable with Git/version control workflows.

Bonus points for:

- Experience creating or contributing to open source projects.
- Experience with graphics & visualisation tools such as D3 or ThreeJS.
- Interest & experience with design & data visualisation.
- Experience with coaxing that last frame-per-second out of browsers.