

M&S

The role: Digital Stores

Digital Stores is built up of 5 teams (currently 12, growing to 25-30):

- *Self Service Hubs* – to dramatically improve customer awareness and experience of the browse & order devices in stores
- *Retail Labs* – provide customer facing applications and signage which help improve perception of M&S and raise awareness of the brand and enhance customer experience through tech
- *Staff-assisted ordering* – To allow stores to manage parcel delivery and collection in a cost effective way that gives great experience to the customer so they return. Allows staff to order with and on behalf of customers Staff Tools to drive sales
- *Tech & business support* - support digital stores teams, run trials and implement successful ones. Support deliver of strategic projects that impact wider business

What can people expect to work on?

- Tech in stores, both hardware and software
- Digital signs
- Digital menus for their cafés and restaurants
- Virtual Rails in stores (Super HD screens, see textures, different colours etc.)

Why is it cool?

- Innovation is the main driver for this team, lots of greenfield work
- Promote open source tech: <https://github.com/ms-digital-labs> & <https://github.com/digitalinnovation>
- 20% time to do your own thing or work on a new innovation for M&S – put your ideas into production
- £3000 budget for development or interests (can fly to tech conference in Las Vegas or go to numerous events in UK, up to them how they spend)
- They want to make M&S as famous for its tech as it is for its brand name
- A playground for a techie to play around with stuff and build products used by 20,000 staff and 30 million + daily customers.

What is their Tech?

- Node.JS backend (other languages welcome: Python, Ruby, Java, etc.) – a true polyglot environment.
- Source Control – Git
- Jenkins
- Automation, unit etc. (Jasmin)
- Angular.js front end with Mocha
- HTML5, CSS3, JavaScript
- SASS or LESS
- Mongo DB