Cloud-Native Service Developer (Golang) Aether Cloud Engineering

Job Description

ONF is seeking motivated, self-starting, innovative developer with a passion for cloud native development with Go. In this role, you'll be responsible for enhancing and maintaining the micro-services of the open source Aether 5G+Edge platform. You wil have either first hand experience of the Go programming language, or sufficient advanced experience in other programming languages to be capable of readily adapting to Go-based programming. Specifically, the you must have knowledge in the areas of concurrence, performance, security, testing and maintainability with a good working knowledge of how these apply to web technologies such as OpenAPI and Protobuf and cloud technologies like Kubernetes, monitoring and logging. Familiarity with CI/CD systems, Makefiles, Helm, kubectl, Prometheus, Grafana are a distinct advantage. General TCP/IP familiarity to the extent necessary to be proficient in microservice development is required. Familiarity with the YANG modeling language, Angular framework or JavaScript is an advantage but not required.

What You'll Do

You will be a key resource driving the Aether service modules and orchestration roadmap. You will work with the Aether Technical Steering Team and the Aether community, helping to promote adoption and proliferation of the platform by helping community members solve issues, by proactively enhancing the platform iteratively making enhancements so that future adoptres of the platform can be more self sufficient, and strategize with the community to help guide contributions and collaboration coming into the project. You'll become a go to expert on the platform, and a sought after resource engaging with senior members of the technical community to help Aether to continue to grow its impact worldwide.

Responsibilities

- Golang Service Developer
- Performance
- Security
- Testing
- Maintenance

Minimum Qualifications

Tools/Technologies: Go, OpenAPI, Protobuf, Make, Jenkins
Networking: TCP/IP, routing, switching, vlans, tunneling
Cloud technologies: Kubernetes, Helm, Prometheus, Grafana

Languages: Golang, Python, bash, ...

Education: BS Computer Science and 3 years relevant experience,

or 6 years relevant experience

Desired Skills

Networking: Familiarity with 5G mobile core

Cloud: Hyperscaler edge, e.g: Google Anthos, Azure Edge

Why ONF

ONF is unique.

ONF is a non-profit, giving you the opportunity to work for the greater good to help transform networking and bring the latest technologies to leading researchers (commercial and academic) around the world. Our engineers have opportunities to engage with a diverse and vibrant community to help foster consumption, engagement and contributions to the projects.

ONF is about delivering transformation, not financial profit. This allows us to work on the latest technologies in order to help drive change, leading to lots of variety in our work.

ONF is broad. With over 100 member organizations and with developer contributions coming from around the world, you'll have the opportunity to work with lots of people from different backgrounds, companies and cultures.

ONF is operator-led (backed by Google, Microsoft, AT&T, Deutsche Telekom and others). You'll get to work with the most advanced companies, building a set of skills and relationships that can't be matched elsewhere.

ONF offers a collaborative and rewarding 100% remote work environment, great benefits and opportunities for personal and professional growth.

As a non-profit, ONF has the unique ability to sponsor H1B visas without a quota limit or auction.

Location - remote.

Company Benefits and Perks

ONF is a dynamic, fun, inclusive environment that empowers individuals. We offer flexible remote work and work hours and family-friendly benefits to all of our employees.

- 401k Retirement Plan with 4% Company Match
- Platinum-Level Medical, Dental and Vision Coverage

- Disability Insurance
- Unlimited Paid Time Off
- Support for Community Involvement

Submit resumes to: jobs@opennetworking.org