Analyst Programmer (Mac platform)

Responsibilities:
- Work with engineers in the US on architectural design
- Participate in iterative design and final-product design
- Implement software components according to the specifications with emphasis on quality, supportability, maintainability, scalability and performance
- Develop unit test cases and perform comprehensive unit testing
- Diagnose and fix product issues found internally or in the field

Requirements:
- Bachelor Degree in Computer Science, Engineering or related discipline
- 1-3 years’ experience in Mac OS X, C, C++ programming (candidate with less experience would consider as Developer) (We welcome fresh graduate to join)
- Candidate with understanding of technical skills below is considered a large plus:
  - PAM/LAM, Directory Service
  - MAC / iOS application design & implementation
  - PKI
  - Scripting language (eg. perl)
  - Make, autoconf
- Strong sense of responsibility and able to work independently
- Demonstrate ability to complete highly detailed tasks with attention to quality, completeness and timeliness
- Excellent analytical and troubleshooting skills
- Occasional travel to the US for training, project kick-off and review meetings