



Global opportunities,
local presence.



Junior Qt / C++ GUI Developer

If you are proficient in development of Graphical User Interfaces in Qt technology and you are not scared of diving deep into complex international projects then this is a perfect opportunity for you. APPLY & come and join our fast-growing team!

Job location: Opole, Poland

Responsibilities:

- **Development of Qt-based user interfaces**
- **Work on fixing the issues raised by internal and external quality assurance teams**
- **Create documentation**
- **Drive innovation in the area of front-end technologies know-how**
- **Work in a project team with international customers**

Requirements:

- **Minimum 6+ months of experience in Qt and C++ development**
- **Knowledge of Linux**
- **Good/very good knowledge of English (spoken and written)**

Nice to have:

- Knowledge of German, Danish or Swedish language
- Knowledge of Android OS

We offer:

- Salary adequate to skills and position, accompanied with an annual bonus system
- Unique professional development possibilities for both career paths (managerial and technical) driven by fast growth of company's organisation
- Work in modern organisation structure that is driven by culture of technology enthusiasm, team spirit, respect and integrity on all levels of organisation
- Professional training system
- Work with cutting-edge technologies and global market clients
- Benefits like Christmas bonuses, summer and Christmas social events for employees and their families.

Please make sure you insert the following statement along with your CV:

“I hereby agree for the use of personal data included in my job application as required for the recruitment process in accordance with the Personal Data Protection Act dated 29.08.1997 (uniform text: Journal of Laws of the Republic of Poland 2002 No 101, item 926 with further amendments)”.

Please note: **We guarantee full confidentiality of your application.**

You can apply over our website: www.bcf-software.com

And e-mail: jobs@bcf-software.pl