



## Trainee Software Tester

This is an exciting entry level role within our development team, providing an introduction to ZeroLight systems and technology through intensive training and mentoring. This newly created role will support the work of our award-winning technology team, developing applications used during our testing process.

The successful candidate will be working at the forefront of 3D technology, partnering with some of the biggest names from the automotive and tech world including Audi, Pagani, Unity and NVIDIA. This is an ideal introduction to a career in Software Engineering, developing the technical skills needed to become a world class developer.

This role will be ideal for a recent school or college leaver with a passion for software development who can demonstrate a good basic level of programming skills.

### The Role

- Testing a range of software solutions to gain an understanding of the performance and quality required for successful delivery to our clients.
- Developing the systems which are used during testing, including applications to aid data capture.
- Scripting and developing automated test systems.
- Some manual testing, but more time will be spent writing automated systems.

### The Person

- Motivated individual with ability to learn new skills and understand complex systems.
- Some previous study required in basic programming skills to an intermediate level.
- Strong interest in technology and computer hardware.
- Understanding of PC issues and how to solve these.
- Good mathematical knowledge.
- Knowledge of computer graphics and an understanding of issues relating to graphics that can be seen in computer games.
- High levels of attention to detail with a quality first approach to work.
- Able to communicate effectively with a multi-disciplinary team.
- Passionate about pursuing a career in Software Development.

**To apply for this position please send your CV and Cover Letter with some examples of your coding work to [careers@zerolight.com](mailto:careers@zerolight.com)**

