

## Senior Software Engineer – UI/UX ProtoLytic

Brace yourself for a job description unlike any other you've seen in the Tampa Bay area. We're *different*, and that's exactly who we'd like you to be.

ProtoLytic is on a mission to make healthcare better, faster, and cheaper. We're a small technology startup whose foremost responsibility is to write awesome software; it just so happens to also solve severe problems within the healthcare space. The medical referral process is convoluted, time consuming, error-prone, and status quo. We have a novel, patent-pending process for disrupting this industry. It's all powered by our code, and hopefully, yours too.

We don't care about your certifications or whether or not you have a college degree. We don't care about whether or not you use our specific tech stack. What we *do* care about is your passion and drive to constantly push the envelope. As an engineering team, momentum and creativity is what we cherish the most.

### **Our core engineering principles are:**

- Avoid analysis paralysis; move quickly, embrace failure, and repeat.
- Use any tool or technology that you want, just have a good reason for it.
- Write self-explanatory code, rather than documentation, whenever possible.
- Prioritize results over process.
- Strongly emphasize learning and growth.
- Strive to erase "impossible" from our vocabulary.

We don't expect you to know our tech stack, but we do hope you think you'd enjoy working with it. Here are all the buzzwords that we currently use:

- JavaScript
- React
- Auth0
- Google Cloud Platform
- Docker
- Kubernetes
- Go
- NodeJS
- Java
- Redis
- MySQL
- ... and this list changes all the time!

We don't have any rules for what technology you're allowed to use. Feel free to pitch any idea you want. If it makes sense, it's in. Use whatever editors/IDEs, operating systems, hardware, or anything else you're comfortable with. It should be mentioned that we do embrace cutting

edge technology and regularly run the latest, non-LTS versions of Go, Node, and others. Want to go wild and eject your React app? Do it. Just as long as it makes sense, it's fair game.

Still interested? Read on.

**If you join us, you are:**

- Passionate about UI and UX, which will be the primary focus of your role.
- A real engineer; you will *not* be a code monkey. You will create non-trivial software and solve tough problems, many of which don't have off-the-shelf solutions.
- Self-sufficient, highly motivated, and self-directed.
- Not afraid to ask for help.
- Experienced in at least one programming language that uses curly braces: JavaScript, C, C++, JavaScript, TypeScript, Java, Go, C#, Kotlin, Rust, Objective-C, Swift, Dart, etc.
  - o JavaScript or TypeScript preferred
- Experienced in writing web application front-ends.
- Unable to stop yourself from improving UI/UX design.

We're so excited about working with you that we've even created a cheat sheet for our interview process!

**Here's how to pass our interview:**

- General tips:
  - o Please be informal. Be yourself.
  - o We know you can Google specific API, keywords, etc., so we honestly don't care if you get those wrong in your answers. If it's conceptually correct, it's correct.
  - o Not every question has a right answer. A majority of what we care about is your opinion, not whether or not you can recall trivia.
- Resume:
  - o We aren't hiring you based on your wordsmithing skills. Don't stress about your formatting or trying to make things sound fancy. Just give us something that describes what you've done, what you'd like to do, and who you are.
- Phone screen:
  - o We're going to ask you why you'd like to work with us.
  - o We're going to ask about maybe 3-4 bullet points on your resume.
  - o We're going to ask 3-4 tech questions related to your recent experience.
  - o We're going to ask 1 conceptual question and would like you to give us a conceptual answer. There is no wrong answer for this; we'd just like to see how you approach problems.
  - o Feel free to ask us as many questions as you'd like, whenever you'd like, even in the middle of the call.
- In-person interview:
  - o We wear shorts and t-shirts regularly, so if you'd like to skip the typical interview attire, by all means. Just let us know so we can skip it, too!

- More in-depth questions related to your experience and interests on your resume. If it's on your resume, you should know enough about it to solve a problem with it.
  - Don't worry about remembering every detail you did on a project 5 years ago. We're aware! But at least be able to talk about it.
- We will throw lots of small situations at you and see how you approach them.
- We are *absolutely* expecting you to ask questions during the entire process.
- You will have a multi-part whiteboard question. We would expect you to solve it using "real" code, hand-written without any help from Google.
  - We will not count minor syntax/API issues against you.
  - You can use any programming language you want.
- We *do* care about your hobbies. Tell us about them!

**We hope you're up for the challenge and look forward to working with you!**

Say hello to us at [engineering@protolytic.com](mailto:engineering@protolytic.com), and don't forget to attach your resume!

ProtoLytic, LLC is committed to a diverse and inclusive workplace. We will consider all qualified candidates regardless of race, color, national origin, sex, age, marital status, personal appearance, sexual orientation, gender identity, family responsibilities, disability, education, political affiliation or veteran status. The scope of the job may change as necessitated by business demands.