Software Developer (SD)

Air Spares Unlimited, Who we are:

We sell aftermarket commercial airplane parts - specifically landing gear, wheels, and brakes. And we're using technology to do this faster, more efficiently, and with better results for our customers. We're working in an industry stuck on outdated systems and we're looking forward to shocking everyone with what we have planned.

We're a small but (quickly) growing team from a number of backgrounds. We thrive in a culture of ever-changing **challenges and logic puzzles** where we're trying to deliver the best we can to our clients – whether that's software or a piece of equipment allows 40 tons to land safely.

Our growth (revenue and team size) has been triple digits the last 3 years, our tomorrow is never quite the same challenge as what we did today. We're changing a huge industry.

Here's what we expect from you:
- You have experience with one of the fun languages: **Groovy, Clojure, Ruby, Python, etc**.; One or more boring languages: **PHP, Java, C#, C++, etc**.; And one or more databases: **MySQL, NoSQL, NewSQL**, **MongoDB, etc.**
- **HTML, CSS, JavaScript** and at least one framework: **React, Angular, Backbone**, etc.
- You start with 'how is the user actually going to want to use this' and end with testing.
- Balancing vision with need; we're design products to sell right now and for five years out, and some days we're hacking together a tool for our sales team.
- You're scrappy; we don't always have easy answers and we're small. We're not throwing 100 develops at this until a button works. We get creative.

What we expect from EVERYONE:
- Take responsibility (even when no one asks), learn from feedback, and mentor coworkers.
- Ask questions, learn, and grow. From everyone.
- Challenge yourself, dig into what you're doing, and suggest how we can do better.

Bonus points for:
- Knowledge of: Aircraft maintenance, landing gear/Chapter 32, and/or quality assurance.
- Leverage technology to better improve processes.
- 80's movies & music or other random trivia knowledge.

What are the challenges your new team is facing today?
In an environment where lack of transparency is where half the people make their money, the paperwork is actually paper, and we're keeping track of a hundred moving parts – literally.
- Machine learning from thousands of pages of records so we can find the logic holes faster and better than anyone else.
- Designing tech that can present better, more consistent, proposals while learning from a market that is inherently opaque.
- Creating a platform that can make it as easy to sell an $800 bolt as it is to buy a $1.5MM landing gear – aerospace is a fun place to be.

Compensation is a base salary, bonuses, healthcare, paid personal days off, holidays, and your birthday