Graduate Software Engineers

Summary: Motorola are seeking recent graduates for their July intake. 5 Positions are available. There is no better way to start your career!

Our client, **MOTOROLA**, is expanding their Perth operations and has some of the best graduate opportunities available in the market today. If you have a degree in Computer Science (BcompSC) or related fields and are interested in working with the market leader in mobile communications this is the opportunity for you!

A young, vibrant and dynamic culture coupled with the opportunity to work overseas on specific development projects awaits the successful candidates. This is a supportive, trust based, team-orientated environment where continuous learning is promoted within the organisation.

MOTOROLA is leading the way in the development of mobile telecoms solutions and the Global Software group (GSG) specialises in:

- Secure, Mobile E-Commerce solutions, encapsulating security, and cryptographic expertise
- Embedded Personal Communications Software
- Next generation solutions for Motorola's Mobile Communication devices

Specific training will be provided to successful candidates. To be considered for this outstanding opportunity, you must satisfy the following **selection criteria**:

- Degree in either: Computer Science; Software Engineering, Computer Systems Engineering; Electronic & Communications Engineering (C++ programming skills)
- Unrestricted right to work in Australia
- High standard of written and verbal communication skills
- Be available for full time work commencing July 2006
- Interstate applicants must be willing to relocate to Perth at own expense

With your application/resume please provide a cover letter which addresses the selection criteria detailed above and also outlines your IT related project experience.

To be part of **MOTOROLA's** future and gain fantastic exposure to this industry please apply by emailing Crena Blazey on <u>cblazey@manpower.com.au</u> with the subject heading 'Motorola Graduate Position'

