



Minemax (www.minemax.com) is a leading provider of optimization and scheduling software to the mining industry. Its iGantt interactive production scheduling product (www.minemax.com/products/iGantt/) which is in use in over 20 countries, is unique in its combination of Gantt Chart scheduling with 3D visual scheduling.

To take iGantt into the next stage of development, Minemax is expanding its software team and is seeking a software engineer to be a part of this new push. As a Minemax team member, you will enjoy flexible working hours, interact with bright people, and be involved in challenging software development.

Scope of Duties:

- Responsible for all aspects of software development lifecycle
- Work under a team lead to enhance the capability of iGantt.

Essential Skills:

- Java (J2SE) development experience
- GUI design
- Excellent problem solving skills
- Familiarity with Object Oriented design and coding
- Basic skills with JNI, C++
- Experience with multi-threaded applications
- Appropriate tertiary qualification (eg. BSc, BEng)
- Ability to work independently as well as in a team
- Desire to learn
- Commitment to code quality, documentation and testing

Desirable:

- Coding with OpenGL
- Good competency in Maths
- Familiarity with scripting languages

The opportunity to become involved in the ongoing development of this unique product and to interact with and learn from a bright, switched-on team of developers will make this a rewarding position for the right candidate.

Please or send your resume including three references by email to Minemax at jobs@minemax.com.