

**Position**

Software Engineer

**About TicketFire**

TicketFire was the first company to bring the event ticketing industry forward by creating a mobile ticket that can work with any scanner in any venue. With fans at the forefront of all we do, TicketFire aims to make the ticketing experience as simple and efficient as possible. Since TicketFire's inception we've gained significant traction and have become the go-to digital ticket connection.

In the past year, TicketFire's tickets were used across 9,000+ live events. TicketFire has created both iOS and android mobile apps, developed an API following REST conventions to facilitate integrations with partnered ticketing platforms and mobile apps, and built an online platform for high-volume users to manage their ticket inventory and fulfillment processes.

**Opportunity Description**

At TicketFire, you will have an integral role within our small team and work directly with our Director of Technology.

- Involved in the creation of an exciting new TicketFire product (stealth mode)
- Enhance core API to support iOS and android applications
- Write automated tests for continuous integration
- Translate business and technical requirements into applications that are robust, secure, and scalable
- Work on projects of interest

**Qualifications**

- Experience with Ruby on Rails, JavaScript, HTML5, and CSS
- Strong critical thinking, problem solving, and analytical skills
- Organized with strong attention to detail

**Culture**

The TicketFire team is creative, innovative, fast-paced, connected and disruptive. We are diverse in our composition and thought.

**Benefits**

- Full benefits including PTO and medical
- Exposure to cutting edge technology in the event ticketing space

**Contact**

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