

About LiveLike

LiveLike is a Virtual Reality (VR) platform company that enables broadcasters and sports teams to deliver immersive, live sports viewing experiences. We have developed a sports viewing platform that leverages the immersive nature of VR to bring the thrill of game-day stadium experiences into fans' living rooms. LiveLike is the first of its kind to offer a complete way to experience the live sports ecosystem in VR with social integrations; replay, stats and commentary capabilities; multiple camera views and more. To date, we have completed pilot programs with top soccer teams from England and France, French Open Tennis, and have tests planned with the likes of ESPN, NBA, etc.

Backend Engineer

Here at LiveLike, our goal is to make the most intuitive VR experience yet. Clean, iteration-friendly, upgradable code is a key part of creating that vision. Together with the design team, you will work to build and maintain a complete infrastructure for our backend services. Our company aims to reinvent the future of live sports watching and we're looking for talented developers to help us. This is your chance to pioneer one of the most mass-market applications of VR and leave your mark at the blooming stage of this technology!

We're excited about you because...

- You're excited about VR
- You believe in social connectivity
- You are passionate about your work
- You're a sports fan
- You are dedicated to the bigger picture
- You have VR and/or game design experience

Responsibilities

- Design and build the scalable, reliable, and efficient infrastructure for our live streaming backend
- Build custom client-side media player tools
- Implement automated video processing including compositing, filtering, motion graphics
- Work closely with Front-end Engineers to integrate functionality into the app

Requirements

- Proficient in at least one of Javascript, Ruby, Python or Go.
- Experience building scalable media streaming solutions
- Experience with developing RESTful APIs and scalable backends
- Experience with test-driven development
- Experience with video quality analysis

- Understanding of video formats (H.264, HEVC) and streaming protocols (HLS, DASH)

Hiring timeline

- Looking to bring on-board asap

Location

- Currently in NYC for Techstars 2015 until December – Must be willing to relocate to San Francisco post program (January 2016)

Compensation

- Salary range from \$80K to \$125K, equity from 0.5% to 2%

Why you'll want to work with us

- Awesome team
- Access to mindblowing, revolutionary technology, VR apps and demos
- We love bulgogi team dinners
- Free lunch!
- We are proud attendees of Techstars NYC '15