Software Engineer student- Recommendation team

Location: Herzeliya

Interactive Entertainment Business (IEB) has a broad mission to “re-invent entertainment, led from the living room, powered by the cloud, across multiple screens and best experienced on our devices”.

IEB has a rich set of assets with Xbox, Xbox Live, Kinect, Zune Marketplace, etc. with a highly active and engaged customer base. Using modern high-scale distributed systems and analytics to create a data driven feedback loop that encompasses customers, product designers, content creators and the marketplace that informs design and delivers rich contextual personalization is critical for IEB.

The Entertainment Services group has the mission to provide the platform and tools that enable deep insight into our customers’ preferences to improve adoption, usage and satisfaction.

The Xbox Recommendation Service team in Israel is a fast growing team that is responsible for designing, building and delivering the recommendations and personalization solution for IEB (including Xbox, Windows 8, Kinect, and the future TV solution).

If you are passionate about software, data mining, data analysis, statistics, A/B experimentations etc. we are offering a unique and great opportunity for talented people, to help us build the best recommendation system in the world.

Responsibilities include data mining of large datasets using map-reduce technologies, using statistical methods to find patterns in data, coming up with hypothesis and using data to validate them, and being part of a fast moving and growing development team.

Requirements:

- Computer Science degree (5th semester and up) - M.Sc. is preferred
- GPA 85 and above
- At least one year experience in data mining/data analysis methodologies
- At least one year experience in writing code - C# or Java experience is preferred
- Team player, confident and enthusiastic
- Knowledge with web technologies / protocols - an advantage

To apply please click here