



Title: Software Engineer

Department: Baseball Research & Development

Reports to: Director, Baseball Research & Development

Status: Regular Full-Time

Position Overview:

The work of a Software Engineer (SWE) at The Phillies extends well beyond merely coding. As a SWE you contribute fresh ideas in a variety of areas, including information retrieval, networking and data storage, security, machine learning, natural language processing, UI design and mobile to shape the evolution of The Phillies baseball analytics systems.

Our ideal engineers will have a versatile skill set, be enthusiastic to handle new challenges and demonstrate leadership qualities. You will work closely with end-users across Scouting, Player Development and the Major League Coaching Staff while building software tools from the ground up. By identifying appropriate design specifications through collaboration with those end-users, you will build applications that conform to user needs.

Specific areas of focus may include, but are not limited to, the draft, free-agency, player valuation, player development, in-game strategy, and injury prevention. As a SWE you will have the opportunity to use your technical expertise to create software solutions that impact decision-making at The Phillies.

Responsibilities:

- Improve existing platforms and design new proprietary applications to be used directly by the GM and executive staff
- Collaborate with front office executives, scouts, coaches, and medical staff regarding the design and technical specifications of software solutions for Baseball Operations
- Work together with Baseball R&D department to help optimize the Phillies baseball analytics systems, including crafting solutions to efficiently and effectively synthesize, organize and present data from multiple third-party sources
- Help to augment the technical knowledge of the entire Baseball Operations department by providing training, mentorship and support on the use of all applications and tools built by the team

Required Qualifications:

- BS degree in Computer Science, similar technical field of study or equivalent practical experience
- Software development experience in one or more general purpose programming languages (including but not limited to: Java, C/C++, C#, Go, Objective C, Python or JavaScript)

- Interest and ability to learn new technologies as needed
- Experience working with two or more from the following: web application development, Unix/Linux environments, mobile application development, design thinking, machine learning, natural language processing, and data architecture
- Proven willingness to both teach others and learn new techniques
- Proven leadership and self-direction

Preferred Qualifications:

- Master's, PhD degree, further education or 4+ years experience in engineering, computer science or other technical related field
- Prior experience managing/leading a technical team

Interested applicants should submit both their resume and an answer to the following question:

What competitive advantages does having a great software engineering department provide to an MLB team? (250 word limit)

Tip: There's no defined right or wrong answer. Responses are used to get some insight into your thoughts on what is important in software engineering.

Please submit your resume and question response to analytics@phillies.com no later than Sunday, October 13, 2019. Applications not sent to analytics@phillies.com will not be considered.

The Phillies is an Equal Opportunity Employer