Gambit Research

Established in 2005, Gambit Research develops automated tools to facilitate high-speed trading on sports betting markets. On behalf of our clients, we devise and implement strategies to exploit market inefficiencies, then run them on our high-frequency execution platform. Our system is always trading, and we need to maintain a reliable, low latency service and adapt it to the evolving needs of the company and our clients.

We have a very flat hierarchy and an emphasis on employee freedom. We encourage our team to work on projects that interest them, as we believe people are happiest and most productive when intellectually stimulated. You don't need to be interested in sports betting.

Other perks: intelligent colleagues, quarterly bonuses, flexible working hours, private healthcare, private pension contributions, part-funded sabbaticals after five years of service, excellent holiday allowances, office chef multiple times per week serving healthy lunches, regular employee outings, opportunities to attend conferences in the UK and abroad, extensive and expanding technical library, height-adjustable desks, the ability to build your own PC, get a mechanical keyboard, and get up to 4 monitors.

Gambit is always expanding our developer team. We hire people with a deep understanding of computers, an interest in mathematical thinking, and a proven ability to learn new skills. Our team of exceptional individuals pool their diverse experiences to enhance our existing systems and build new products.

Role

Developers typically implement new features for our system, diagnose issues, and fix bugs. We have a number of components that are mostly written in Erlang or Python. These components interface with external APIs and websites, normalise offers from different sources, process large quantities of bet placements, and manage strategies. We also maintain graphical tools and websites that allow the trading operations team to monitor the system and we provide interfaces for clients to place bets directly. It is common for developers to move between projects according to both the changing requirements of the company and their own interests. Our developers' responsibilities typically include:

- Designing and developing enhancements to projects, and implementing them in Python and/or Erlang.
- Using libraries and technologies as appropriate for the task.
- Deploying live code in a Linux environment.
- Co-ordinating with team members on the development of large components.
- Analysing sources such as log files, database tables, graphs, and code to diagnose problems, and subsequently fix them.
- Learning new skills and technologies as requirements evolve.
- Giving input into the potential progression of the company and its systems.

Candidate Profile

Essential:

- Ability to program in an object oriented, functional or dynamic language, exhibited by personal projects, open source contributions, or commercial experience. (Graduate Developer)
- 2+ years commercial experience programming in an object oriented, functional or dynamic language. (Experienced Developer)
- 5+ years commercial experience programming in multiple object oriented, functional or dynamic languages. (Senior Developer)
- Knowledge of algorithms and data structures.
- Basic knowledge of relational databases and SQL.
- An interest in new technologies, theoretical computer science, and/or mathematics.
- Intelligence, usually evidenced by:
  - Predominantly A grades at A-level, preferably including maths.
  - A 2:1 or higher in a relevant degree.

Desirable:

- Knowledge of Web technologies and protocols.

- Experience developing in unix, including use of shell utilities such as grep, sed, find.
- An understanding of concurrency problems and solutions.
- Experience with interesting technologies and libraries.
- Familiarity with functional languages (Haskell, Scheme, Erlang, etc), and ability/willingness to learn Erlang.