



Software Engineer (University Grad) Responsibilities

- Develop a strong understanding of relevant product area, codebase, and/or systems
- Demonstrate proficiency in data analysis, programming and software engineering
- Produce high quality code with good test coverage, using modern abstractions and frameworks
- Work independently, use available resources to get unblocked, and complete tasks on-schedule by exercising strong judgement and problem solving skills
- Master Meta's development standards from developing to releasing code in order to take on tasks and projects with increasing levels of complexity
- Actively seek and give feedback in alignment with Meta's Performance Philosophy

Minimum Qualifications

- Experience coding in an industry-standard language (e.g. Java, Python, C++, JavaScript)
- Must obtain work authorization in country of employment at the time of hire, and maintain ongoing work authorization during employment

Preferred Qualifications

- Demonstrated software engineering experience from previous internship, work experience, coding competitions, or publications

- Demonstrated problem solving skills and ability to compare alternative solutions, trade offs, and diverse points of view when building a feature or product
- Demonstrated success working and communicating cross functionally in a team environment
- Currently has, or is in the process of obtaining, a Bachelors or Masters degree in Computer Science or a related field