Downloaded from <https://www.velvetjobs.com/job-descriptions/software-principal-engineer>

# Example of Software Principal Engineer Job Description

Our company is growing rapidly and is hiring for a software principal engineer. To join our growing team, please review the list of responsibilities and qualifications.

## Responsibilities for software principal engineer

* The opportunity to lead, design, implement and own key product features with our team in Toronto
* Work in a small team environment within a highly successful company that is growing fast
* Directly collaborate with all product stakeholders and drive multiple features to successful delivery
* Participate in task level estimating of work assigned during the project planning stages
* Conduct and participate in code reviews that may span multiple projects
* Experience with leading small teams of developers
* Provide application support and training to developers, testing (both automated and manual) and production support personnel
* Support production deployments during go live
* Designs new software and infrastructure for real-time data systems and applications, supports applications under development, and customizes current applications
* Mentors/coaches junior Software Development Engineers on internally developed software applications

## Qualifications for software principal engineer

* Software engineering skill in high level languages (C#, C++, Java, F#), data manipulation (SQL), scripting languages (Python, Perl), and common ML and analysis tools (R, SAS, SPSS, MatLab)
* BS in Engineering or Information Systems
* A strong background in Data Structures, Algorithms, Analysis of algorithm complexity and efficient implementation of complex algorithms
* Experience with software development tools such as source control systems, automated build systems, compilers, software validation systems, test harnesses, continuous integration & deployment
* Ability to work alone or with a small distributed team
* Ability to interact professionally with the customer