



Browser-based Skryv Studio

Internship Software Engineer

We at [Skryv](#), a scale-up from Brussels, help organisations to simplify and automate their internal processes. Less administrative hassle means happy citizens and clients. During your internship, you'll help with moving the configuration & customisation of our platform to an online, browser-based set-up. This will allow a full SaaS and self-service experience, by which clients will gain more control over their applications.

Your tasks?

During the internship you will participate in the design and build of a proof-of-concept of the following components, leveraging various open source packages:

1. **Web-based form modeller:** Currently, there is a form modeller available in a desktop client. The internship aims at rewriting this form modeller in a web-based version.
2. **Web-based git client:** An application builder should have access to a dummy-proof, web-based git client. It should allow him/her to confirm their changes and to create a commit. Which can then be treated by the internal team for validation & merging.

You will learn how to organise high-quality development, testing, release and deployment cycles of a web application. Above that, you will be part of a great team that will give you a very good insight into the challenges and rewards of working in a start-up development team. Check out [Arno's experience](#) (who now works full-time for Skryv) to get an idea.



Some background info

Our low-dev platform allows creating digital workflow applications. To run an application on our platform, it must be built through configuration & customisation:

- Configuration: e.g. defining a form to be used in the application
- Customisation: e.g. updating the javascript code of the default dossier overview

Today our analysts need advanced technical skills (they are almost developers) to build and make changes to the application. Therefore a classic development environment (IDE), desktop configuration tools, Git (for versioning) and Webpack/Maven (for automated releases) are being used. We want that our clients can make these changes themselves without needing any developing skills. A browser-based modeller is the solution.

Excited?

We wish you were already here! Drop us a note at anouk.demeester@skryv.com explaining why we need you in our team. Add a link to a repo, project, website or any other info. That always comes in handy.