C++ Software Development Intern
6 month Internship Program
Topic: Customer Management batched boarding

About us
Join us and shape the future of travel.
Amadeus is part of everything it takes to bring travel to life. We provide the technology that keeps the travel sector moving – from initial search to making a booking, from pricing to ticketing, from managing reservations to check-in and departure processes.

Our people are driven by a passion for ‘Where next?’ and our ambition is to improve the travel experience of hundreds of millions of people every day. At Amadeus, you can take pride and responsibility in your work, facilitating the entire travel journey from door to door. Amadeus does this by joining up key players in the travel industry: travel agencies, corporations, airlines, airports, hotels, railways and more. We give those companies the tools to serve travellers better and to manage their own business more effectively.

Amadeus is at the heart of the global travel industry. Our people, our technology and our innovation are dedicated to working with our customers and partners to shape the future of travel.

The role
Always wanted to work on a practical, Mission Critical Application?

Join Amadeus to work on the next generation of Departure Control System (DCS). Our system handles your airport experience: Check-in, Baggage, Boarding, Seat Requests, Etc. for Qantas and many more airlines across the world.

Our system is constantly improving, driven by airlines requirements, and possibly by YOU!!

The team responsibility consists in developing the User Interfaces, which are then deployed in all airports (check-in desks, gates) using our application. DCC team is responsible for the boarding functionality within Customer management project.

The Altea DCS – Customer Management (CM) product is used by airlines to perform check-in activities for their flights. It consists in a client-server application – the user interfaces (check-in desks, kiosks, websites...) sending messages to a server which performs all transactions.

At the gate, Boarding Passes are scanned by readers, which triggers some tests performed by the user interface. A message is then sent to the server. This process is time consuming, which is not optimal for boarding where execution time is particularly critical. In the meantime, the boarding screen is regularly updated, in background, so as to ensure that the data shown to the user are not too obsolete.
Main responsibilities

The objective of this internship would be to implement a feature so as to perform local boarding (i.e. evaluate locally if the customer is eligible for boarding), and then send the boarding messages as a background batch. This would ensure a faster boarding process, as no message would need to be exchanged between the user interface and the server during the process. In the meantime, refreshing on the boarding screen (particularly for passengers who are not eligible to board) would be managed with a push mechanism from the server to the GUI.

- The intern would work using an incremental methodology.
- The intern would work on both server and user interface sides of the Customer Management application. Indeed, he would have to create a new service in order to handle the new use case to be implemented during the internship. On the UI side, he would have to understand how the boarding screen currently works and, subsequently, to implement the new logics to ensure that the system only let the authorised passengers on board.
- The intern would have to focus on testing, and on the delivery of quality and easy-to-maintain software.

Requirements

Personal Skills

- Analytical and conceptual thinking
- Good communication skills
- Ability to prioritize
- Creativity

Programming Skills

- Java or C++
- Scripting languages
- Strong interest in algorithmics
- Ability to read and understand existing code

Communication Protocols & Standards:

- EDIFACT, TCP

Location

Sydney

How to apply?

Please apply by logging onto www.amadeus.com/careers citing the topic as reference.