TITLE: Java & .NET Application Developer/Programmer, National Energy Center of Excellence (NECE)

POSITION #: 00104008

REPORTING RELATIONSHIP:

Is directly accountable and responsible to the Dean of NECE.

RESPONSIBILITIES:

1. Responsible for developing, programming and the conversion of current Flash based Interactive Learning Tools (ILT’s) delivered online and in the classroom environment, such as, animations, mini-simulations, full simulations and 3D content.

2. Responsible for developing & programing web-based content and materials that support the instructional departments across campus and specifically for the National Energy Center of Excellence’s (NECE) division used in the academic and non-credit offerings, laboratories and outreach efforts.

DUTIES:

Curriculum development – 85%

1. Works with Curriculum Development Center (CDC) team to develop and program interactive learning tools, including; animations, mini-simulations, full simulations, 2D and 3D content to support online and classroom offerings, laboratories, marketing and other training offerings.

2. Works with CDC team to convert Flash based interactive learning tools to operate successfully using JavaScript and possibly other programming languages, these include; animations, mini-simulations, full simulations, 2D and 3D content implemented in the current online & classroom credit bearing programs and non-credit offerings.

3. Works with CDC team to research, develop and implement technologies for the purpose of enhancing the content of online and classroom offerings and/or providing feasible solutions regarding technologies associated with animations, mini-simulations, full simulations, 2D and 3D content and other departmental and/or college needs.

General media development duties – 10%

4. Conducts/participates in training workshops to assist employees in new technologies, delivery systems, and the creation of enhanced content for use in online and classroom offerings.

5. Saves, maintains, and organizes all content developed for future use in division’s content management system.

6. Keeps abreast of design and programming changes/products that impact the production and use of animations, mini-simulations, full-simulations, 2D and 3D content on an online environment. Learns and
adapts to new technologies as required to meet the department’s and campus needs.

7. Uses and assists in the maintenance of the division’s project management and content management system(s).

8. Troubleshoots and maintains content from a programming perspective used by faculty in classrooms and laboratories as well as content used/contained in the campus online Learning Management System (LMS).

Miscellaneous duties – 5%

9. Supports innovation, creativity and ideas to improve/enhance processes, functions, etc. in the department and as a whole for the college.

10. Performs other duties as required or assigned.

KNOWLEDGE, SKILLS, AND ABILITIES:

1. Bachelor’s degree in Computer Science or Computer Information Systems, or related field and three years of current and progressive experience involving difficult programming and systems analysis work; or an Associate’s degree in Computer Science and four years of related experience as stated above.

2. Strong web-based application development/coding experience with programming languages such as C#, C++, JavaScript, HTML5 and CSS as well as related development tools including but not limited to: Adobe Creative Suite.

3. Solid foundation in advanced mathematics, 3D graphics principles and rendering algorithms.

4. Demonstrated experience building user interfaces in 2D and 3D.

5. Ability to write efficient, reusable, and well documented code.

6. Excellent interpersonal and written communication skills.

7. Ability to independently manage project workflow and lifecycle.

8. Ability to work with diverse personalities with all levels of computer experience.

9. Task orientated with the ability to work under pressure on a variety of projects simultaneously.

PREFERENCES:

1. More than four years of complex Application Developer/Programmer experience.
2. Related higher education experience.
3. Background in technical trades.

PHYSICAL DEMANDS:

The physical demands described here are representative of those that must be met by an employee to successfully perform the essential functions of this job.

- Continuously – 66-100% - Use hands dexterously, talk or hear.
- Frequently – 34-65% - Stand, walk, or sit.
- Occasionally – 1-33% - Reach with hands and arms, stoop/kneel/crouch or crawl, climb or balance, or lift up to 25 pounds.
DISCLAIMER CLAUSE:

This job description is not intended, and should not be construed, to be a complete list of all responsibilities, duties, skills, efforts, or working conditions associated with the job. It is intended to be an accurate reflection of those principal job elements essential to making fair pay decisions and for determining job performance.

BROADBAND:

Band: 3000 – Professional
Sub Band: 3200 – Communication/Information Technology
Family: 3205 – Information Systems Professional
Term: 12 months
Status: Full-time (100%), Exempt

5/23/19