

IT Applications Developer Senior

Purpose of Class: Responsible for all phases of development and maintenance on assigned computer applications; communicates with system users to determine systems needs; researches systems enhancements; performs design and analysis of computer systems; performs programming duties.

Distinguishing Characteristics

Level: Second in a series of three

Work Direction Received: Works under general/limited supervision

Direction of Others: Guides/Oversees; may lead in providing work direction

Scope/nature of Discretion: General discretion; performs duties with moderate opportunity to exercise independence within broadly-defined policies and procedures

Examples of Duties

General Duties

- Consults with clients on application issues
- Uses application development tools and utilities as appropriate
- Assists and mentors peers and subordinates
- Participates on cross-functional teams to represent IT issues and needs

Accomplishes the following tasks and develops quality products of typical scope and complexity with limited assistance:

Systems Analysis

- Business problem definition
- Information analysis and organization
- Information collection
- Economic evaluation
- Solution development and evaluation

Programming and Testing

- Develops, debugs, and assembles/compiles code
- Tests programs
- Documents programs

Logical Database Design (working in conjunction with IT Data/Database Analyst)

- Data analysis
- Logical views
- Data management
- Data structure
- Data definition

Examples of Duties (continued)

Independently accomplishes the following tasks of typical complexity with minimal assistance, in a competent manner:

System Design and Implementation

- Functional design
- Technical design
- System specifications
- Develop implementation plan
- Training
- Support Material
- On-going support

Integrates support software and data management interfaces

Communicates with peers, clients, and management

Maintains regular and reliable attendance.

Physical Database Design (working in conjunction with IT Data/Database Analyst)

- Physical design
- Access methods
- Sub-system facilities
- Relational databases

Minimum Qualifications

Bachelor's degree in a related field such as computer science, computer engineering, or management information systems and two years of experience in programming. Any equivalent education and/or work experience may be substituted in order to meet the minimum qualifications of the position.

Optional: Some positions may require coursework, training or work experience in certain programming languages.

Knowledge and Abilities

Knowledge

- Basic math
- Software development principles and methods
- Design techniques, principles, tools and instruments
- Principles, methods and procedures for designing, developing, optimizing and integrating new/reusable systems components
- Software system testing procedures, programming and documentation infrastructure requirements
- Systems engineering concepts and factors
- Principles and processes involved in business and organizational planning, coordination and execution
- Instructional methods and training techniques
- Principles and processes for providing customer service

Knowledge (continued)

- Infrastructure requirements; system analysis
- Logical/physical database design
- Database principles and methodologies

Abilities

- Use basic math to solve problems
- Write various computer programs
- Apply programming languages
- Read, listen, and understand written/oral communication from others
- Communicate, both orally and in writing, information/ideas to others
- Apply general rules to specific problems to arrive at logical conclusions; decide if an answer makes sense; identify discrepancies
- Order information; organize different pieces of information into a meaningful pattern
- Concentrate without distraction while performing tasks over a period of time
- Organize, plan and prioritize work
- Test, install, implement, document, and maintain software
- Maintain source code; modify and upgrade code as necessary
- Actively learn/work with new material/information to grasp its implications
- Write, debug and maintain code
- Integrate hardware/software components
- Determine output media/formats
- Design, code, test, and debug large and complex programs
- Develop creative ways to solve a problem
- Identify or detect a known pattern hidden in other distracting material
- Perceive similarities and differences in pieces of information
- Provide guidance to less experienced co-workers in solving programming problems
- Apply computer assisted software engineering tools to the design and development process
- Analyze needs and product requirements to create a design
- Troubleshoot
- Weigh relative costs and benefits of potential actions
- Platform selection
- Identification of key causes
- Visioning
- Idea evaluation