

MOBILE APPLICATIONS DEVELOPER

DEFINITION

Plans, organizes, and participates in the design, development, deployment, documentation, programming implementation, and support of complex custom mobile applications based on District enterprise requirements. Modifies and maintains existing Mobile Device applications.

TYPICAL DUTIES

Serves as the primary technical resource for mobile application design and development. Translates software requirements into workable programming code and maintains and develops programs for use in business.

Analyzes and prepares detailed program specifications and process requirements for District mobile applications.

Assists with the development of the technical architecture for deploying and hosting enterprise mobile applications including hardware, software, scripting, database design, and user interface design recommendations.

Prepares and updates technical documentation.

Designs and deploys mobile device applications for various platform environments including Android OS, Apple iOS, and Windows Mobile environment.

Prepares or assists in the preparation of reports detailing technical feasibility and cost of implementing Enterprise mobile applications, mobile systems, or alternatives.

Develops, designs, implements, and maintains mobile applications.

Recommends and evaluates software, hardware, and processes to the team and end-users.

Supports new and ongoing mobile application projects.

Writes, edits, and reviews project documentation using various office automation tools.

Complies with project standards and processes related to producing quality applications.

Reviews and makes recommendations on current mobile application development efforts.

Trains other team members on object technology and advanced developing topics.

Performs related duties as assigned.

DISTINGUISHING CHARACTERISTICS AMONG RELATED CLASSES

A Mobile Applications Developer designs, develops, deploys, documents, programs the implementation, and supports complex custom mobile applications based on District requirements and modifies and maintains existing Mobile Device applications.

A Web Architect directs and manages global architecture activities analyzes existing business practices and develops workflow improvements and conducts feasibility studies for the development and maintenance of web applications. A Web Architect supervises SharePoint and Mobile Applications Developers assigned to small units or working on portions of a large project.

A Programmer Analyst performs responsible systems analysis and programming on complex projects, assists higher-level programmer analysts on the most complex projects, and may provide work direction and technical assistance to assigned personnel.

SUPERVISION

General supervision is received from the Mobile Device Management Administrator. Supervision is received from the Web Architect. No supervision is exercised.

CLASS QUALIFICATIONS

Knowledge of:

- Mobile application design and development
- System Development Life Cycle
- Programming and design techniques
- Modeling, prototyping, simulation, and performance analysis
- Internet-enabled, mobile-enabled, and client/server technology
- Uses and limitations of information technology hardware, software, and services
- Block and flow chart diagrams, theory and application, configuration management, and version control
- Relational Database design, management, and systems concepts
- Project Management and Project Tracking
- Apple iOS, Android OS, Windows Mobile, PC, and/or Macintosh platforms
- Programming languages including Objective-C, JavaScript, .NET, C++, and Python
- Multiplatform developer tools such as RhoMobile, Accelerator, MoSync, or similar technologies
- HTML, XML, SQL, CSS, and Internet standards
- Structured and unstructured data
- Mobile Device workflows, security model, and mobile device administration
- Database and file design

Ability to:

- Analyze and define problems, formulate solutions, and recognize the implications
- Communicate clearly and concisely, both orally and in writing
- Translate software requirements into workable programming code
- Work independently with minimum supervision
- Think creatively in developing new procedures, methods, approaches, and applications
- Interact responsibly with other employees and those in user departments
- Analyze problems in machine operations and program logic
- Re-engineer workflow for users
- Prepare block diagrams and flow charts
- Work effectively with all levels of District personnel and the public
- Manage multiple concurrent projects

ENTRANCE QUALIFICATIONS

Education:

Graduation from a recognized college or university with a bachelor's degree, preferably in Computer Science, Information Systems, Engineering, or a related field. Additional qualifying experience may be substituted on a year-for-year basis for up to two years of the required education provided that the requirement of a high school diploma or equivalent is met.

Experience:

Three years of experience with software development, creating out of the box mobile applications and features, using various platforms including iOS, Android, or Microsoft.

Special:

A valid California Driver License
Use of an automobile

SPECIAL NOTES

Employees in this class may be subject to call at any hour.

This class description is not a complete statement of essential functions, responsibilities, or requirements. Requirements are representative of the minimum level of knowledge, skill, and/or abilities. Management retains the discretion to add or change typical duties of a position at any time.

New Class
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