BoloNet

Developer – Level 2

Job Summary

The position of the developer is to contribute to full development life cycle, including requirement analysis, functional design, technical design, programming, testing, documentation, implementation, and global technical support.
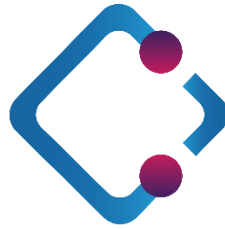
Primary Responsibilities

- Work in hand with Manager and IT solutions to analyse the requirements and create technical, functional designs.
- Configure client setup on Common Development Platform (CDP) to reflect technical requirements.
- Provide technical leadership through training, coaching and mentorship.
- Perform unit, system testing and user acceptance testing.
- Migrate code to all environments.
- Package and support deployment or releases to Global/Regional Production Sites.
- Complete Change Management documentation and adhere to change management processes
- Provide 2nd, 3rd level global support and coverage for CDP and other software's alike.
- Interface with Development Manager and project manager for status and progress update for project works
- Coordinate with internal and/or teams to ensure project deliverables are met on time and per quoted work effort.

Secondary Responsibilities

- Work with IT scheduling to manage incoming implementation requests.
- Attend regularly scheduled meetings with Manager to provide updates and status of team.
- Troubleshoot and respond to Common Development Platform production issues (internal and external)
- other duties as assigned

Qualifications, Experience and Educational Requirements

- 2+ years software development experience in Windows environment.
- Knowledge of one or more object-oriented programming languages is required (C#.Net preferred)
- Working knowledge of MS SQL is required (stored procedures, functions, queries)
- Excellent understanding of various file formats and software integration.
- Excellent verbal and written communication skills is required
- Ability to work well in a team environment is required
- Ability to manage competing priorities across multiple projects is required
- Must be able to work against deadlines and outside regular office hours when the arises
- Must be willing to travel to our regional offices, global production sites to provide support and coverage.

Developer – Level 2

Education:

- Bachelor's Degree in Computer Science, Computer Engineering, or a Related Technical Degree

Working Conditions:

- Sitting for extended periods of time.
- At times, may be required to work evening or weekends to meet deadlines.
- Also be required to travel to our offices, production sites in other countries.

Physical Requirements:

- At times, may be required to wear a smock and safety shoes when visiting the production floor

Additional Information

*This job description is not intended to be all inclusive. The candidate hired will also perform other reasonable related business duties as assigned by the supervisor. The company reserves the right to revise or change job duties as needed. This job description does not constitute a written or implied contract of employment.

BoloNet Inc and their Client for this position are equal opportunity employers and values diversity in its workforce, encouraging applications from all qualified individuals.

By applying to this position you are confirming you possess either a Canadian citizenship, permanent resident status or valid work permit.

Please note: Reference Checks, Credit Checks and Criminal Background Checks will be administered on suitably qualified candidates.