

INFORMATION TECHNOLOGY PROGRAMMING ENGINEER II

NATURE AND VARIETY OF WORK

This is developmental level technical software and applications development work. Incumbent develops and maintains software, and, integrates software packages to satisfy user requirements. Responsibilities include designing, coding, testing and analyzing software programs and applications, including research, design, documentation, and modifying software specifications throughout the production lifecycle. Work is performed under the supervision of a higher level applications developer or designated supervisor and evaluated in terms of technical adequacy and accuracy.

EXAMPLES OF WORK (ILLUSTRATIVE ONLY)

Adheres to standard operating procedures for a variety of applications development activities.

Researches, analyzes, prepares, and documents software requirements and specifications.

Designs software applications utilizing modeling tools as required.

Assists higher level programming engineer with designing and developing file structures.

Writes software programs and applications according to design specifications and standards.

Tests, verifies, and validates accuracy and completeness of software programs and applications; analyzes and corrects program errors and improves development techniques.

Resolves production problems.

Writes and maintains basic user and/or technical documentation and manuals for software systems.

Writes and submits miscellaneous reports and informational material.

Writes data processing instructions for operating personnel.

Ability to work independently as a team.

Willingly and cooperatively performs tasks and duties which may not be specifically listed in the class specification or position description, but which are within the general occupational category and responsibility level typically associated with the employee's class of work.

REQUIRED KNOWLEDGE, SKILLS AND ABILITIES

Working knowledge of standard computer operating environments.

Working knowledge of database concepts.

Working knowledge of the principles of systems analysis and design.

Working knowledge of screen and user interface design concepts.

Working knowledge of software development life cycle methodologies.

Working knowledge of basic project management practices.

Experience with modeling tools.

Ability to write software according to design specifications and standards.

Ability to read and understand technical manuals and information; and, apply knowledge gained to the work environment.

Ability to apply fundamental logic in analyzing methods and procedures and to present logical and intelligible solutions to software development problems.

Ability to test, verify, and validate application programs.

Ability to identify, troubleshoot, and correct production-processing problems.

Ability to write basic user and technical documentation for software systems.

Ability to communicate effectively, both orally and in writing, with internal and external customers.

Ability to establish and maintain effective working relationships with other technical staff, vendors, and customers.

Ability to work independently and as a team member.

Ability to demonstrate excellence in customer service.

MINIMUM QUALIFICATIONS

Bachelor's degree in computer science, mathematics, business or public administration, or a closely related field, plus one (1) year professional experience in information technology programming; or an equivalent combination of education, training and experience.