Enatel

Position Description

Position: Front-End Developer

Department: Engineering

Reports to: Software Team Leader

Direct Reports: None

Scope of Role:

We're developing our next generation of embedded products. The primary focus of the Front-End Developer will be to help us take our UI/UX to the next level.

Key Responsibilities:

- Deliver software products on time (meet deadlines).
- Engage in technical/architectural discussions and decision making with the rest of the team.
- Assist contractors with integration of their work into our products.
- Discuss new requirements with product managers and other product stakeholders.
- Carry out proper testing of your work, and assist with testing, and liaise with the test team.
- Author unit tests for your code
- Produce code of a high standard and employ modern software development techniques.
- Attend and contribute to product development meetings.
- Ensure you are up to date with latest relevant tools\technologies.
- Assist in continuous improvement of software development process and tooling.
- Any other responsibilities as requested from your manager.

General:

- Upholds the company values.
- Contributes to the achievements of department goals and objectives.
- Perform any other tasks as required by your Manager and/or the business.

Health & Safety:

- Ensuring all Health & Safety policies and rules are followed, with all tasks completed in a safety conscious manner.
- Adhere to all health and safety policies whether at our Christchurch premises or elsewhere.

Key Relationships:

Internal	External
• Engineering Team	• Contractors
• Product Managers	
• Contractors	
• Marketing	

Person Specification:

Competencies	Essential	Desirable
	• **Functional/Technical Skills** - has the functional and technical knowledge and skills to do the job at a high level of accomplishment. • **Action orientated** - enjoys working hard and is full of energy for the things he/she sees as challenging. • **Integrity and Trust** – Is seen as a direct, truthful individual; is widely trusted. • **Learning on the Fly** – Learns quickly when facing new problems and is open to change. Quickly grasps the essence and the underlying structure of anything. Experiments and will try anything to find solutions. • **Creativity** – Easily makes connections among previously unrelated notions. Tends to be seen as original and value-added in brainstorming settings. • **Problem Solving** – looks for opportunities to resolve issues and solve problems. Learns quickly when facing new problems. • **Process Management** – Good at figuring out the processes necessary to get things done. Can simplify complex processes. • **Organising and Planning** -Uses resources effectively and efficiently. Accurately scopes out length and difficulty of tasks and projects. Sets objectives and goals.	

Skills and Experience Required:

Knowledge & Experience	Essential	Desirable
	- Minimum 3-4 years' experience in building web/browser-based applications. - Proven experience in HTML5, CSS3 and JavaScript using the Angular (2+). - Experience with Angular or similar modern MVC/MVVM frameworks. - Experience with responsive design. - Practical knowledge with a modern JavaScript framework/libraries such as ReactJS or VueJS. - Proficient understanding of source control software (e.g. GIT, feature branching and rebasing) and Jira. - Application of OO concepts, and proven OO development used in conjunction with MVC/MCCM frameworks. - Ability to design and apply the continuous integration capability in a complex enterprise environment. - Basic knowledge of Linux command line and shell scripting. - Good and well-practised UX/Usability design approach including creating mock-ups and concepts. - Experience with graphics, including SVG, HTML5 Canvas and data visualisation (ideally D3.js). - Familiarity with Agile development methods. - Familiarity with build tools and DevOps best practices. - Familiarity with testing automation tools. - Knowledge of software development life cycles and working in a team environment on new product development projects.	Knowledge of and experience with JavaScript test frameworks like Karma, Protractor etc. Understanding software engineering patterns, designs, best practices, understanding testing methodologies and taking a modular development approach in your work. Interest in keeping up to date with new and developing technologies for web development. Experience with JavaScript build tools such as Grunt, Gulp, Bower or Webpack Experience authenticating with 3rd party services using protocols (OAuth)
Qualification	Applicable tertiary qualification would be an advantage.	