

Job description – Senior Full Stack JavaScript Developer

Job title: Senior Full Stack JavaScript Developer		Location: UK					
Reports to: Technical Development Manager		Travel: N/A					
Reports in: Planner Team		Salary: Excellent + bonus					
Key customers: Retail and HQ							
<p>Critical purpose of role: We are seeking a Senior JavaScript Developer who is capable of delivering new features in our high profile 2D/3D CAD planning software written almost entirely in JavaScript with HTML5 Canvas. You will work as a member of our agile development team whose primary responsibility is to build great new features as they are prioritised by the business.</p>							
<p>Main responsibilities:</p> <ul style="list-style-type: none"> • Developing and maintaining CAD system • Engage in architecture, planning, design and visioning sessions • Researching new technology • Take responsibility for code repositories • Working with stakeholders and the rest of the development team to help to scope projects • Mentoring junior and intermediate developers • Working in a fast-paced agile/scrum environment to deliver projects to time and specification • Work to minimise bugs as well as to assess, mitigate and advise of risks associated with code changes • Understand and implement complex technical requirements • Work to improve and future proof the application • Write unit/integration tests to ensure code quality 							
<p>Competencies:</p> <ul style="list-style-type: none"> • Mandatory: <ul style="list-style-type: none"> ○ Minimum of 5 years experience developing and maintaining JavaScript applications ○ Thorough knowledge of React, NodeJS, HTML5, Less and Canvas ○ Experience with both RDBMS and NoSQL solutions such as MySQL and Elastic Search. ○ Experience using utilities and build tools including Webpack, NPM, ESLint and Karma. ○ Thorough understanding of JavaScript programming concepts including mixins, object composition and scope. ○ Experience with software design patterns such as Flux, AOP and modularity. ○ Working knowledge of the agile/scrum software development process ○ Keen desire to keep up-to date with technology ○ Proven experience mentoring developers ○ A strong understanding of vector maths and an ability to develop complex algorithms. • Desired: <ul style="list-style-type: none"> ○ Degree level education or equivalent in computer science or games development ○ Experience working in a fast-paced retail environment ○ Experience with Unity3D and or other 3D games development. 							
Competencies - importance to Role: 3 = Critical 2 = Important 1 = Not applicable							
Achievement orientated	2	Decision Making	2	Initiative	3	Planning & implementing	3
Business awareness	2	Sharing info.	3	Managing Performance	3	Delivering change	3
Collaboration	3	Influencing	3	Values	2	Managing projects	2

