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# Example of Mobile Web Job Description

Our company is growing rapidly and is looking for a mobile web. To join our growing team, please review the list of responsibilities and qualifications.

## Responsibilities for mobile web

* Processing assigned requests for customization of client's web and mobile platform interfaces
* Configure effective web and mobile user interfaces, gathering external data as needed
* Create and maintain documentation needed to properly support all products
* Respond appropriately to assigned requests of web and mobile production impacting issues
* Follow established escalation procedures, notifying appropriate internal contacts as warranted
* Establish a good working relationship with team members and department contacts in order to maintain and continuously strive to improve the level of overall web and mobile service being provided
* Oversee the day-to-day development and creation of web and mobile products for all WBR artists and brands
* Maintain the strategic direction of the team while demonstrating knowledge in all aspects of web and mobile development and creative
* Facilitate artist-specific strategy discussion and ideation with external clients and internal stakeholders
* Collaborate with artists/management to deliver high-quality, creative products

## Qualifications for mobile web

* Serious passion for gaming and belief in Blizzard’s Core Values
* 1 - 2 years of experience working in web development
* A minimum of 6 years’ industry experience building web applications
* A graduate of post-graduate degree in a design and/or related field such as Graphic Design, Interaction/Interface/Web Design, Interactive Media, Human Computer Interaction, Industrial Design, or the equivalent experience and training in an area directly relevant to this position
* Minimum of 3 - 5 years working in web and mobile application UI/UX design
* Technical experience (4+ yrs) creating high fidelity mockups and wireframes using Adobe Photoshop, Illustrator, Axure RP, Sketch, Balsamiq