



# Example of Developer Relations Job Description

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Our company is searching for experienced candidates for the position of developer relations. Please review the list of responsibilities and qualifications. While this is our ideal list, we will consider candidates that do not necessarily have all of the qualifications, but have sufficient experience and talent.

## Responsibilities for developer relations

- Develop next generation productivity tools for APIs, GraphQL, and application security
- Project manage initiatives, driving architectures for and building internal systems and tools to help our team operate more efficiently while also empowering and enabling the developer community
- Create, manage, and execute processes for the development and production of content
- Contribute to driving the growth and activity of the developer and admin communities
- Analyze and report content consumption behaviors and trends
- Write and edit content for all marketing properties and assets including web site, email marketing, white papers, articles, newsletters, and more
- Be active in all social channels
- Provide feedback to and collaborate with product teams
- Superior technical and design skills and expertise implementing digital projects with varying degrees of interactivity
- Experience in visualizing information in compelling ways and write clean and efficient code

## Qualifications for developer relations

- BA/BS degree in Communications, Marketing, Business, Economics or other

- 6-8 years in the Entertainment Industry (Videogame Industry preferred), 3 of which should have been in a management or supervisory role – having worked on at least 5 shipped products
- Requires broad thinking which is both strategically and tactically oriented
- C/C++ programming – we're helping the ecosystem create the best experiences, it's important that you speak the language of those we're working with and have experience working with native programming languages
- Advanced GPU knowledge, including knowledge of the pipelines, APIs such as DirectX11, DirectX12, OpenGL and Vulkan
- Experience working in a technology evangelist or technical executive role