Our company is hiring for a manager, developer. To join our growing team, please review the list of responsibilities and qualifications.

Responsibilities for manager, developer

- Coordinating within the product and engineering organizations to verify that information presented is accurate and can be updated in a timely manner upon product updates
- Working very closely with a team of 3-5 developers
- Utilize HTML, CSS3, JavaScript (JQuery & Angular), JSON, AJAX and Photoshop to build, maintain and improve the web UI across all Charter web properties
- Lead and perform advanced level system analysis and design activities for web-based applications
- Identify broad objectives, direct significant programs and manage significant human and financial resources with a high degree of autonomy in meeting the specific goals of the college/departments online presence
- Identify, test and implement technical strategies and solutions/requirements in support of web-based applications, virtual services, online presence and UI/UX efforts
- Oversee and direct the development, implementation and maintenance of the college/departments strategic goals and business objectives
- Maintain and ensure compliance with standards and guidelines associated with web and online accessibility and user experience strategies
- Implement, coordinate and maintain web technologies and technical architecture of the college/departments online presence including the web presence, mobile initiatives, and third party web UIs and related APIs
- Translation of system use cases into excel files asinput for semantic code generation of the related scenario by using the ODI framework

- This position required the demonstrated ability to manage multiple work streams including Business Analysts, Developers, Infrastructure, Architecture, IT Risk
- Demonstrated ability to simultaneously manage multiple work streams and resources, including Business Analysts, Developers, project managers
- Broad and deep knowledge of the entire games production pipeline
- Experience working in a games production environment
- Expertise in analysing and troubleshooting a broad range of development problems
- Good understanding of writing Unix and Perl scripts