



Example of Multimedia Developer Job Description

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Our innovative and growing company is looking for a multimedia developer. Thank you in advance for taking a look at the list of responsibilities and qualifications. We look forward to reviewing your resume.

Responsibilities for multimedia developer

- The qualified candidate shall provide high-end presentation materials, graphics, related multimedia products, and technical writing. They shall work with stakeholders to understand needs, subject matter, and strategic objectives in order to create products that visually convey a finding, recommendation, cause-and-effect, network, or a decision point. They shall take nascent ideas and concept and turn it into an information design that is easily and effectively understood by the intended audience
- The qualified candidate will assist in designing and producing graphics in support of program development projects
- Determines and documents appropriate instructional strategy and project scope based on a completed needs assessment
- Interacts with product managers, subject-matter experts, application development teams, business analysts, management and others as needed to determine scope of a project and to ensure accuracy and timely delivery of training programs
- Uses state of the art tools and technologies for development, maintenance, production and distribution of multi-media training materials / web-based training content
- Responsible for management, coordination and troubleshooting of all aspects of client learning management systems/client training portals and training related websites, , intranet, extranet, including communication with internal and external users
- Converts storyboards and Instructional Design Documents into multimedia

- Advises on how to implement complex instructional design concepts in customer web environments
- Writes, tests, and debugs computer code or script ensuring that sound, graphics, animations and timing function as intended and make good use of processing and data storage capacity
- Incorporates a range of software applications in multiple technology media systems

Qualifications for multimedia developer

- Demonstrate experience with 3D Game Engine technologies such as Unity3D or Unreal Engine, CryEngine3
- Experience with Visual Studio 2005 or later is preferred
- Back-end development experience, ideally Java or a similar object-oriented language
- Experience working with and automating interaction
- Experience with Government acceptance requirements for ARMY LMS, Navy E-learning
- Work effectively as a team player use own initiative