

JOB DESCRIPTION

Job Title: Lead Developer (C#, WPF, SQL)

Department: Technology

Reporting to: Solution Architect

The Department

Product Development creates and innovates the software needed to run our global online B2C gaming operations, including systems for Customer Service, Marketing, CRM, brand website development, DWH/BI, web analytics and the supporting frameworks and tools for one of the largest global online gaming groups. Our dynamic environment is fast paced, using Agile and self-organizing principles for our teams to deliver the highest quality new products.

Purpose of Job

The Lead Developer works alongside the Solution architects to design the architecture of features to be implemented by the development team. They will be responsible for ensuring that these designs are implemented by the team using technically sound practices and to a high quality. Additionally, they will undertake the day-to-day managerial duties of the team, such as recruitment, reviews, and general administration.

Key Responsibilities & Accountabilities

The Lead Developer position will involve the following areas of responsibility:

People Management (30%)

- Recruitment, performance reviews, general administration (annual/sick leave)

Solution Design/Development/Sprint Work (20%)

- Working on sprint items
- PoC/Forward implementation planning
- Assisting with story/backlog refinement

Technical Management (50%)

- Developing and managing training plans
 - Technical leadership (code reviews and assistance)
 - Implementation guidance
 - Initiating plans for tackling technical debt and improving product quality (e.g. monitoring, new technologies and strategies)
 - Resource planning
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- Line managing developers in the scrum team, including bi-annual reviews, and standard day-to-day administration (leave approval, sick-leave administration, recruitment, etc)
 - Working with Solution Architects in designing and planning technical solutions to meet business requirements
 - Working closely with Product Owners to help align user requirements with technical implementation details
 - Assisting and mentoring developers in solution design and technical implementation
 - Leading the team to achieve technical goals

- Driving technical process improvements and best practices
- Coding and developing features for new and existing products
- Upkeep and maintenance of existing products
- Taking part in Scrum rituals such as stand-ups, planning sessions, demos and retrospectives
- Taking part in team activities such as collaborative-development and code-reviews
- Taking part in cross-team activities such as knowledge-sharing and documentation

This job description is not intended to be an exhaustive list of responsibilities. The job holder may be required to complete any other reasonable duties in order to achieve business objectives.

Essential Criteria:

- Strong leadership skills
- Strong communication skills (written and verbal)
- Excellent understanding of C#, WPF, SQL Server and Queue based systems
- Architectural knowledge and experience (e.g. SOA, Micro-services, scaling, distributed caching)
- Experience with building services (e.g. Web API or WCF)
- Experience with build and deployment tools (e.g. MSBuild, TeamCity, OctopusDeploy)
- Experience with unit testing (NUnit, MSTest, Moq)
- Experience with source control systems (Git, TFS)
- Experience leading a development team
- Experience with MS Workflow Foundation

Desirable Criteria:

- Agile / Scrum experience
- Educated to degree level or equivalent
- Microsoft certified

Person Specification:

- Ability to collaborate with others and work well within a team
- Ability to keep up with a growing, fast-paced environment
- Able to anticipate how business requirements will impact system performance