



Position: **Website Developer**
Reports to: Communications Director
Status: Non-Exempt (*hourly*)
Last Revised: November, 2017

Overview

The Website Developer will be responsible for software engineering aspects of our new website in the RockRMS, and well as improvements and modifications as needed by the church.

Key Responsibilities

➤ Website

- Develop software components that enable and support the LifePoint Church website
- Proactively work to make sure LifePoint Church maintains an effective presence on the web including Search Engine Optimization (SOA) and staying informed on latest technology trends
- Coordinate webpage maintenance to ensure proper functionality and high availability and apply diligent test practices to identify any technical problems
- Support production deployments into Infrastructure and service platforms such as Microsoft Azure or Amazon AWS Develop and update existing applications
- Continue to develop and support new features for the LifePoint Church website

➤ Volunteer Teams

- Develop volunteer teams as deemed necessary to accomplish communication goals
- Enlist, equip and encourage qualified volunteers such as other software engineers, website developers, and UI/UX designers

➤ Other duties as assigned

Supervisory Responsibilities

- Volunteers Teams

Qualifications and Required Skills

- A heart for the local church, a growing relationship with Jesus Christ and a passion to help others find and follow Jesus
- Strong Object-Oriented Programming (OOP) technical background
- Capable of primarily building large software applications independently but working well with a team
- Strong knowledge of content management platforms and an ability to translate the needs of the church into user-friendly functions
- Has vast knowledge of website platforms, front-end frameworks, and databases
- Some familiarity with design, marketing, and SEO
- In-depth skills and knowledge of C# or Java, Microsoft SQL, HTML, CSS, JavaScript
- Ability to take written design concepts and build functional components

