APPLICATION DEVELOPER

PostingID:  
Company: UNLV Libraries  
Position Type: Full-time  
College Major(s): Computer Science

Website: www.unlv.edu  
Work Location: Las Vegas  
Salary: 65k – 80k  
College Level(s): Seniors, Graduates

OVERVIEW

As a strong partner in student learning, UNLV Libraries fosters critical thinking and lifelong learning with innovative services, entrepreneurial staff, outstanding digital collections, up-to-date technology and internationally renowned Special Collections, including two research centers: the Center for Gaming Research and the Oral History Research Center. UNLV Libraries has over 120 experienced faculty librarians and staff and is comprised of Lied Library (a 302,000 square foot facility opened in 2001) and three branch libraries. We are a gateway to more than 20,000 electronic journals and 1.7 million books, including ebooks.

Roles and Responsibilities

This position is located within the Web and Application Development Services Department, part of the Library Technologies Division. The Web and Application Development Services Department develops and deploys webpages, websites, and related applications within the Libraries, and collaboratively helps maintain existing web-based systems and services, including the primary library website and digital collections. Present infrastructure components associated with the discovery and delivery of unique digital assets include a digital asset management system (CONTENTdm), an archives collection management system (ArchivesSpace), a web content management system (Drupal), an externally hosted institutional repository system (BePress), a hosted subscription to web archiving software (Archive-It), and several ancillary systems and services. The infrastructure is evolving, with the Libraries presently investigating options related to a future digital asset management system and standards based digital preservation.

Applications maintained within the UNLV University Libraries' technical infrastructure support the information discovery and delivery environment for UNLV's 21st century students, researchers, and an extended community of lifelong learners. This administrative faculty position, reporting to the Head of Web and Application Development Services, will work to develop and extend the applications supporting the discovery and delivery of unique collections and digital assets from the UNLV University Libraries' Special Collections. Specifically, the incumbent will write, extend, and modify code enabling the deployment of new applications, modules, and resources supporting UNLV Libraries' digital library environment. The incumbent will analyze the existing infrastructure and applications, research technical options, and seek to develop and deploy system integrations supporting efficient workflows and management of records and data. As digital library applications and discovery layers evolve, the incumbent is expected to play a key role in helping to integrate and present multiple library content sources and services in user-friendly modes. The UNLV Libraries foster a collaborative working environment, and the incumbent is expected to work constructively with a wide range of groups and individuals, and possess the ability to communicate with colleagues the technical constraints, requirements, and resource needs associated with work projects. The incumbent will assist other colleagues in application troubleshooting, upgrade, and security efforts; maintain up to date documentation for developed applications; and help manage code in a version-control system.
Qualifications and Education Requirements

Education and Experience: A bachelor's degree from an accredited university, preferably in computer science, math, software engineering, or a related field; and two or more years of relevant work experience.

Technical Skills: Demonstrated proficiency with a major programming language such as Java or Ruby; demonstrated proficiency with a web scripting language such as PHP; experience with system design, implementation, and integration of online discovery environments; experience with APIs and API frameworks (HTTP/REST/JSON); experience with XML/XSLT and metadata extraction, transformation, and repurposing; experience with modifying existing open source code, and testing and clearly documenting code; experience with version control systems such as Git; familiarity with user centered design methodologies and usability design principles; familiarity with web content management systems, preferably Drupal. The UNLV Libraries does not operate within a .net environment, so candidates with .net backgrounds are encouraged to look at the technical skills as listed above to gauge their potential match for this position.

Additional Skills: Ability to work on multiple projects simultaneously; ability to work in a collaborative team environment; excellent oral and written communication skills, including the ability to gather system requirements, provide detailed analysis and feedback, and the ability to translate technical concepts into layman terms; willingness to continually learn and stay abreast of developments and best practices in the evolving digital library environment.

Preferred Qualifications

A graduate degree in Library or Information Science is not required, however candidates possessing such credentials are encouraged to apply. An ideal applicant would be well versed in current initiatives, platforms, programs, and trends relevant to digital libraries and digital preservation; have familiarity with digital library standards, such as Dublin Core, MARC, METS, EAD, and OAI-PMH; and have familiarity with digital asset management / repository / preservation systems, such as CONTENTdm, Hydra, DSpace, Fedora, or similar applications.

Where To Apply

Submit a letter of interest, a detailed resume listing qualifications and experience, and the names, addresses, and telephone numbers of at least three professional references who may be contacted. Applicants should fully describe their qualifications and experience, with specific reference to each of the qualifications because this is the information on which the initial review of materials will be based.

Although this position will remain open until filled, review of candidates' materials will begin on November 28, 2016 and best consideration will be gained for materials submitted prior to that date. Materials should be addressed to the Application Developer Search Committee Chair, and are to be submitted via on-line application athttps://hrsearch.unlv.edu/currentvacancies.aspx.

For assistance with UNLV's on-line applicant portal, contact UNLV Employment Services at (702) 895-3504 or applicant.inquiry@unlv.edu.