Job Title: Project Architect
Location: New Haven, Connecticut

Independent Software's mission is to help entrepreneurs succeed by building products and ventures faster by delivering excellent, creative work and breakthrough tools. By collaborating closely with entrepreneurs on their new ideas, we help them develop prototypes and early versions of their product, get feedback on their ideas, and build their emerging company.

This means we deliver traditional product design services like software product development and design, identity development and user interface design, and product planning.

But we also deliver non-traditional services, like community-building and training programs, software apprenticeship programs, and more.

We love what we do – and we're looking for hard-working, fun, and creative people who want to do it with us.

Job Description

Independent Software's projects often begin with a "blank sheet of paper." Defining requirements and the best approach to implementing them technically is important to helping us fill in that empty space with our customers, translating their vision into prototypes, mockups, and eventually products. Developing high-quality, standards-based code that is highly readable and maintainable is important to delivering a great end product.

In addition to ensuring our clients' products are solid and hold up under peer review, Independent Software's own internal products must continually be refined as well.

The Project Architect works with the A100 Program Manager, Art Director, and CEO to implement this mission. Specifically, the Architect ensures that project and quality goals are met:
- Plans and appropriately documents new features with the team,
- Contributes leadership in the Agile process (especially for junior developers),
- Works with Art Director to create actionable screen mockups and prototypes,
- Drives the test-driven development efforts of other developers,
- Uses peer reviews and unit testing to ensure quality code is delivered, and
- Ensures that development and production deployment processes support goals and are consistently followed.

Required Skills & Qualifications
- BS in Computer Science or related degree,
- Fluency with HTML, CSS, Javascript, JQuery, PHP, MySQL, and Linux.
- Prior work experience on Agile software development teams,
- Proven ability to communicate about software development projects with customers, team members, and junior developers.

- Proven coding ability,
- Ability to manage and organize work, and
- Passion for development.

Desired Skills
- Formal Agile training,
- Fluency with ObjectiveC, Java, git, SVN, Python, and
- Experience using process diagrams, UML diagrams, and similar tools to analyze and model software.

Compensation

For more details, contact us at hiring@indie-soft.com.