SFDC Developer Profile

Requirements

• An experienced professional with 5+ years’ experience in Salesforce Development

• Hands on experience in Administration, Customization, Configuration, Implementation, and Support of Salesforce CRM based on Apex Language and leveraging Force.com Platform.

• Extensive experience with [salesforce.com](http://salesforce.com/) standard objects

• Experience in designing custom objects, custom fields, custom formula fields, validation rules, page layouts, custom reports, work flows, Time Based workflow, cross object workflow, Roles, Profiles.

• Expertise in creating cross object relationships such as Master-Detail, Lookups, and Junction Objects.

• Hands on experience with  custom reports types and reports like Tabular, Summary, Matrix, Joined and dashboards like Bar, Pie, Funnel, Gauge, Table charts.

• Hands on experience  using declarative features like validation rules, workflows, approval processes, Escalation Rules, sharing rules automation for satisfying complex business process automations.

• Good knowledge of Governor limits and experienced in improving performance and debugging of existing code in accordance with the governor limitations.

• Hands on experience in implementing security model, Single sign on using SAML.

• Experienced in the use of Data Loader

• Experience with Migrations using ANT scripts and change sets

• Experience in implementing Communities

• Experience in scripting languages like HTML, DHTML, XML, and JavaScript with salesforce.

• Adept at documenting BRD, PDD (Project Definition Document), and PPD (Process and Procedure Document)

• Flexible to adapt to any new environment and work on any project.

• Self-starter, fast learner and a team player with good communication skills

        Experience developing web services in Salesforce

        Mulesoft -  Experience a plus

Certifications:

• Salesforce.com Certified Salesforce Platform Developer 1

• Salesforce.com Certified Salesforce Administrator

• Salesforce.com Certified Platform App Builder