

artificial technologies

Software Developer Job Description

Description:

The software engineer will be responsible for most development of apps, specifically server side development. Most software engineers start as Junior developers assisting more experienced developers with their work. They are also assigned their own smaller tasks, such as fixing bugs, commenting code, and developing small pieces of code.

Salary and Promotions:

Pay for a new software engineer is usually about \$30 - \$40 an hour, and can go up from there. Junior developers can be promoted to mid-level developers, after they have a better understanding of what the company does and how it does it from a technical point of view. They also usually have to be competent enough to write code on their own. Mid-level software engineers are usually paid \$45 - \$55 per hour. The mid-level developer can then move on to become a senior developer which pays at about \$55 - \$60. This might not sound like a very big difference, compared to the junior to middle level, but this gives the developer a lot more voice on how code is written. It also distinguishes him from other developers and is something to put on a resume. From here promotions are not unheard of, and can reach wages of up to \$70+ an hour.

Environment:

The work environment can vary depending on how the company functions and how large it is. In a smaller company, the developer codes on his own (in a local branch on his own computer), then pushes the code to the cloud. This is usually the same process in a larger company, but they may decide to keep the code on a local machine for security, instead of the cloud. After other developers push their code to the cloud, there is a coordinated merge, in which the code becomes live. The coordination that goes on beforehand, usually consists of one or more developers/managers reviewing the code, and checking for errors and format. If something is wrong in the code, and accidentally gets merged, the entire application/product can be “broken”.

Responsibilities and Expectations:

The software engineer is responsible for the end result. If a product is a great idea, and works beautifully, but is not what the users want, then it is not all that helpful. The developer must be aware of what the program is going to look like in the end, and make sure that it does not deviate from that goal. They also cannot be continually behind schedule: as with most projects there can be some slack time (time that they have to wait for another piece to finish before they can move on), but counting on slack time is not desirable.

Team:

A developer is part of a team, rarely do they work alone. Their code has to be reviewed by other people, and they are usually writing code that benefits other people; as such, they have to be able to communicate politely, but still effectively. Clarity is also a key component of working and reviewing with a team. They must be able to have a good communication and relationship with the people that they come in contact with.

Job Requirements:

A Software engineer can get a job without a certification or degree, but it is much more difficult. Usually, a bachelor's degree in computer science or some equivalent is recommended. Other experience and education can also help an engineer along. Examples of past work is a strong move, since hiring managers want to see if the candidate can do the job, not look as though they can do the job. It is also an asset to software engineers to be a fast learner; the sooner one has a grasp of the job, the sooner they can do it better.



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