**Job Summary**

The TechIT merges emerging Internet technologies with many visual, programmatic, and business components. As a Junior Web Developer, you are joining a team of passionate developers and web engineers that are trying to make high quality webpages more accessible and digestible to consumers.

You will help design, build, and test various web applications for both internal employees and clients as well as external users; including non-customers, freelance videographers, and casual users visiting our website. Our web engineers are responsible for the performance, testing, and implementation of a variety of web applications that serve tens of thousands of users across the globe.

While we primarily deploy on Linux environments, with a stack including PHP, MySQL, Bootstrap, jQuery, Git, LESS — our web engineering team is open to new ideas, tools, frameworks, and languages that may better fit a particular problem. Additionally, you will be able to choose your own development environment, workstation configuration, and work on your preferred operating system and IDE in most cases.

**Web Developer**

* **Experience:** 2-5 Years
* **Education:** Bachelor's Preferred
* **Type:** Entry-Level Position
* **Class:** Software Engineering
* **Pay:** $18.00 - 36.00 / hour

*Approx. $37.4k - 74.9k Yearly.*

*Standard Benefits*

**Key Qualifications**

* Understanding of relational databases; e.g., SQL, database administration, and complex queries.
* Full stack knowledge. Previous experience working in a LAMP, WAMP or MAMP environment.
* Especially familiar with HTML, CSS, JavaScript, and PHP — and common frameworks.
* Ability to adapt with changing technologies & frameworks, e.g., LESS/SASS, jQuery/Ember.js.
* Ability to learn new skills, tools, development kits, frameworks, etc.
* Experience in server administration, especially Ubuntu or other versions of Linux.
* Appreciation for well-documented code and website / web service security.
* Previous experience building mid-size applications using HTML5 technologies.

**Description**

As a Junior Web Developer you will spend most a significant portion of your time coding and documenting. You will be assigned an engineering team responsible for one or more web applications, or features within a web application, and will design, test, code, deploy, iterate, and gather feedback from users. Senior members of the engineering team will be responsible for helping you learn and familiarize yourself with the codebase, and your team manager will be responsible for calling team meetings and coordinating work via bug tracking and issue management software.

As a junior member of the engineering team, your goal is to write code, learn, and take notes from senior engineers. For your first few months, depending on your level of proficiency and tasks at hand, you may be put into a pair programming environment and work side-by-side with a senior team member. As you gain proficiency with the code base of your specific application(s) you may be able to begin working remotely and scheduling your own time within the boundaries of team deadlines.

Typical career advancement includes becoming a [Senior Web Developer](https://vanillavideo.com/careers/positions/senior-web-developer/) and helping onboard other junior members of the web engineering team.

**Responsibilities & Duties**

You and your engineering team are responsible for a variety of web applications. You will be assigned to a specific team, with a subset of applications under your team’s direct control. However, from time-to-time, you and your team may begin new projects that will require you to design, build and implement completely new web apps. In some cases, as web apps are re-evaluated or discontinued, you may move from team to team and join projects already in development, concepting, or even in production.

As a Junior Web Developer, you are able to work remotely as your team’s project manager allows for it. You will generally be able to self-schedule your hours, and complete work based on deadlines instead of a traditional 40-hour workweeks.

**Additional Requirements**

* Past freelance experience preferred.
* Contributes to on open source project.
* Retail work experience is a plus.
* UI/UX design experience a plus.
* Experience with Git / version control.
* Excellent communication skills.
* Strong multi-tasking skills.
* Familiar with analytics & tracking software.
* Familiar with Linux command line.