Web Application Developer

The Department of Classics seeks a software developer for a digitial humanities project. Working under the limited supervision of a faculty researcher and project manager, the candidate will be responsible for building a prototype of a web-based reference tool linking a primary text and a commentary text.

This is a three-month summer position with the possibility for renewal contingent upon funding availability and performance. The maximum number of hours worked must not exceed 160.

Responsibilities

* In collaboration with faculty researcher, develop project outline into a working prototype.
* Produce documented, well-organized code and other project files.
* Routinely test and refine application.
* Assist with transition from development environment to production.

Qualifications

* Fluency in a common scripting language, e.g., Python, Java, Javascript, PHP.
* Front-end web experience: HTML, CSS, DOM, Javascript.
* Knowledge of XML parsing and manipulation — TEI/Epidoc schemas helpful.
* Strong analytical and problem solving skills.
* Git version control software.
* User interface design experience.
* Familiarity with WCAG 2.0 AA.