



## Job Description – April 2010

<b>Position:</b>	<b>Mobile Developer</b>
<b>Location:</b>	Australia
<b>Responsible to:</b>	Software Development Manager
<b>Direct Reports:</b>	None
<b>Communicates &amp; Cooperates with:</b>	Project Managers, Business Owners, Senior Mobile Developer (Technical Lead), Subject Matter Experts, External parties (e.g. outsourced service providers) as appropriate

### Position Overview:

The Mobile Developer will be responsible for providing technical solutions, designs and implementations for new and ongoing projects in Mobile and Innovation at Lonely Planet – primarily for the iPhone and iPad but with some work across other technology stacks such as, Android, Symbian and Windows Mobile.

This role will interact closely with the Business Owner and will be responsible for translating requirements into solutions, as well as communicating complex technical concepts to non-technical project team members.

Previous exposure to Agile software development processes is a must, as the Mobile Developer will be expected to report daily, deliver bi-weekly and provide technical estimates within an Agile context.

At Lonely Planet we are passionate about our products and the evolving technologies we use to build them. The Mobile Developer will need to share our passion for craftsmanship in software design and development and for continuous improvement in the techniques, tools and languages we use. In addition, you will need to be enthusiastic about the iPhone and iPad's ability to change how people travel and remain connected.

### Key Result Areas:

#### Mobile Application Development

- Design mobile application and content solutions that meet the documented functional and non-functional business requirements
- Develop and deploy client-server applications for consumer-grade applications.
- Document design and gain agreement that the design meets requirements and adheres to all Lonely Planet standards and architecture
- Participate in providing estimates for all allocated design, development and testing activities to Project Managers/ Scrum masters and Development Manager
- Develop and unit test mobile applications
- Participate in system, regression, load and user testing
- Create and maintain all required technical and operational documentation
- Provide regular status updates including progress to original estimate and any revised estimate

### **Mobile Application Support & Maintenance**

- Diagnose allocated defects and functionality issues
- Design, develop and unit test solutions to all allocated defects and enhancements
- Assist in the design and creation of automated functional and load/performance test harnesses and test plans.
- Update any impacted technical and operational documentation
- Adhere to all change control processes to implement change to production
- Assist in the design and also provide input to the ongoing development of standards for mobile application, change control and release management.

### **Teamwork & Communication**

- Work as part of the Lonely Planet community to create a positive, tolerant and harmonious work environment
- Deal with all staff in a helpful, courteous and respectful manner
- Communicate ideas which may improve the efficiency, performance or standards of your department and be open to the consideration of new ideas
- Actively participate in the giving and receiving of constructive feedback to ensure understanding and open team relationships.
- Flexibility and ability to prioritise work and undertake a variety of tasks under limited direction.

### **Policies & Procedures**

- Actively ensure that the workplace is kept free from harassment, bullying behaviour and discrimination through thoughtful behaviour and leading by example
- Work in accordance with Lonely Planet policy and procedural guidelines
- Comply with all Occupational Health and Safety guidelines, reporting any potential risks or hazards
- Follow safe work practices for self and others

### **Key Skills / Experience / Knowledge / Qualifications / Attributes:**

#### **Essential:**

- Proven development experience on the iPhone platform
- Proven Agile software development experience
- Good understanding of build/release principles and their utility for managing software/content bundles for software package creation and distribution
- Proven experience with revision control systems such as GIT or Subversion
- Demonstrated experience with automated build tools and continuous integration
- Experience with automated test tools for functional and load testing.
- Knowledge and understanding of Object Oriented Analysis and Design, design patterns, UML modeling tools
- Ability to effectively communicate technical and business problems/issues in a non-technical manner.
- Knowledge and understanding of:
  - Mobile
    - Objective C & iPhone SDK
    - Java Script
    - CSS/HTML
- Strong verbal communications skills, including the ability to effectively communicate technical and business problems/issues to a non-technical audience
- Strong organisational and time management skills, including ability to prioritise and manage multiple tasks/projects effectively
- Previous experience working in cross-functional project teams

**Desirable**

- Ability to link technological capabilities to the achievement of business objectives
- Knowledge and understanding of Apple development and deployment standards
- Working knowledge of web and application servers and experience building server applications
- Experience in working with vendors, reviewing vendor technical deliverables and troubleshooting implementation issues.
- Experience on alternative mobile platforms such as Symbian OS, Windows Mobile and Java
- Knowledge and understanding of:
  - Mobile
    - Device Detection / Capability discovery
    - Others including, Android, Symbian OS, and Windows Mobile OS
  - Web Services
    - REST Services
    - OpenSocial
    - OAuth
    - Google Maps
    - Developer API and Public API Gateways (Mashery)
    - Device and device capability management
    - Event-based billing and mobile subscription/plan billing models
  - Miscellaneous
    - Geolocation
    - GIS