



Job Description – July 2010

Position:	Software Developer (eBooks)
Location:	Melbourne, Australia
Responsible to:	Publishing Services Manager Software Development Manager
Communicates & Cooperates with:	Product Owners, Scrum Masters, Project Managers, Business Analysts, IT Operations team, Development team, Subject Matter Experts and external parties as appropriate.

Position Overview:

The Software Developer (eBooks) is responsible for providing technical solutions, designs and implementations for new and ongoing software development projects for Lonely Planet's eBook products on a host of platforms and devices – be it an iPad, eBook device, iPhone, etc.

Working as part of a highly dynamic development group and operating in a mature Agile development environment, this role supports our evolving content services platform in line with our transformational business paradigm shift to bring book production into the digital age. It will interact daily with the Product Owner and also be involved with diverse cross-functional project teams.

At Lonely Planet we are passionate about our products and the evolving technologies we use to build them. The Software Developer will need to share our passion for craftsmanship in software design and development and continuous improvement in the techniques, tools and languages we use; as well as have an appreciation for business objectives and delivering superior, innovative software solutions.

Key Result Areas:

Software Development & Maintenance

- Design, develop, implement, unit test, maintain and document ePubs that meet the documented functional and non-functional business requirements
- Use local builds and continuous integration systems to deliver changes for testing
- Create and maintain all required technical and operational documentation
- Participate in providing estimates for all allocated design, development and testing activities to Project Managers and Publishing Services Manager
- Pair with Designers and Developers to ensure sound and efficient approach to development
- Provide regular status updates including progress to original estimate and any revised estimate

Standards, Architecture & Knowledge Transfer

- Assist in the development and documentation of architectural principles, processes, templates and tools
- Provide appropriate skills transfer to other team members at every opportunity via pairing and technical presentations
- Keep other team members informed of existing, emerging and new technologies, as well as relevant developments in the field

Teamwork & Communication

- Work as part of the Lonely Planet community to create a positive, tolerant and harmonious work environment

- Be honest, approachable and responsive to the resolution of work-related matters
- 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, including participating in the more formal performance review process.
- Proactively work toward achieving your team and individual goals, demonstrating Lonely Planet's relevant Core Competencies in 'how' you go about achieving outcomes.

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 software development experience in an interactive media design environment (2+ years)
- Experience creating Ruby scripting solutions
- Understanding of web standards, accessibility (WCAG1/2) and usability
- Extensive experience with XML
- Parsing XML in Ruby using REXML
- Understanding of Xpath & XQuery
- Understanding of XHTML, including semantic mark-up and validation
- Thorough knowledge of CSS, including CSS driven layout and debugging for rapid development; experience with development tools such as Firebug
- Strong understanding of cross-browser compatibility, with a strong knowledge of all Lonely Planet supported browsers (e.g. IE, Firefox, Safari)
- Previous experience with test-driven development, automated testing frameworks and related tools such as JUnit, RSpec, Cucumber, JBehave, Selenium and JMock.
- Proven experience working with Continuous Integration and Revision Control systems such as Bamboo, Hudson and CruiseControl and CVS or Subversion
- Previous experience working on projects with automated deployments and very short release cycles within a mature release management process
- Strong written and verbal communications skills, including the ability to effectively communicate technical and business problems/issues to a non-technical audience
- Proven organisational and time management skills with the ability to manage multiple tasks/projects and changing priorities to meet deadlines
- Strong interpersonal and relationship building skills
- Previous experience working in cross-functional project teams
- Passion for quality assurance in a technology environment
- Consultative and collaborative approach

Desirable

- Practical interactive and ebook design experience
- Experience working in an Agile development environment including developer pairing, daily standups and test-driven development
- Tertiary qualification in IT-related discipline
- Experience designing and implementing RESTful web services
- 2+ years experience with JavaScript plus AJAX libraries such as JQuery or Prototype
- Ability to link technological capabilities to the achievement of business objectives
- Experience with technologies and processes in the field of publishing, specifically in relation to publishing printed materials from collaborative wikis.
- A passion for travel