Mobile Applications Development Engineer: Principal Mobile Applications Development Engineer

Designs and develops software applications (apps) for mobile phones, smartphones and other mobile devices. May develop on one or more platforms including Apple iPhone/iPad, BlackBerry, Google Android, Microsoft Windows Mobile, Palm webOS, and/or Symbian. Manages full software development lifecycle, including testing, implementation and auditing. Performs product design, bug verification, and beta support, which may require research and analysis.

Discretion/Latitude

Works under consultative direction toward predetermined long-range goals and objectives. Determines and pursues courses of action necessary to obtain desired results. Completed work is reviewed from a relatively long-term perspective, for desired results.

Knowledge, Skills, & Abilities

Applies advanced technical principles, theories, and concepts. Contributes to the development of new principles and concepts. Identifies, analyzes and develops new business opportunities. Answers unusually complex technical questions regarding products and services, and takes part in putting together proposals, configurations, and product offerings.

Problem Solving

Works on unusually complex technical problems and provides solutions that are highly innovative and ingenious.

Impact

Develops technological ideas and guides their development into a final product. Erroneous decisions or recommendations would typically result in failure to achieve critical project objectives. Leads the planning and implementation of large projects/programs. Contributes to department goals and planning efforts.

Liason

Serves as organization spokesperson on projects and/or programs. Acts as advisor to management and customers on advanced technical research studies and applications.

Minimum Education and Experience

12+ years with a BS in designated Engineering or a related field. Employees usually have an advanced degree in field of specialization.