

Applications Developer III

Administration

Starting annual salary: \$60,906.98

Application deadline: December 2, 2022

The Mississippi Department of Archives and History is recruiting an Application Developer III to serve in the information systems section of Administration. The role exists to perform specialized work in information technology and data management to support the work of the department. An integral part of the applications development team, the role develops programs and applications and provides systems support and technical advice and training. This individual should be available to work occasional evenings and weekends.

Essential functions of this role include:

- Designing, building, testing, implementing, maintaining and upgrading departmental programs and applications.
- Analyzing, researching, and evaluating existing applications.
- Coding, testing, and debugging complex system modules.

This individual should possess:

- Strong customer service skills.
- Ability to work independently and as part of a team.
- Detail orientation with strong communication abilities.
- Willingness to work outside the regular work schedule when required.
- Willingness to travel to remote sites within the state.
- Basic understanding of installed systems Microsoft Windows 7, 10, and Microsoft 365, 2013, 2016.
- End-user IT desktop support experience.
- Desktop hardware setup and support experience (PC, scanner, printer, etc.).
- Ability to lift up to 50 pounds.

Preferred education and experience:

- Bachelor's Degree and 5-8+ years of IT experience with emphasis in applications development and support.
- Experience working with the following: HTML, CSS, Drupal, .NET, PostgreSQL, MySQL, Microsoft SQL, Office 365, C++, Perl, Javascript, PHP

To apply for this position, submit an online application via the Mississippi State Personnel Board. For more information, contact the MDAH human resources office at 601-576-6865.

The Mississippi Department of Archives and History is an equal opportunity employer.