

## Job Description

The primary responsibilities of the Flash Developer include:

- Ensuring correct and prompt development of new products
- Creating graphics and animation content for products
- Maintaining existing applications developed under contract
- Expanding and improving existing products
- Composition of technical and end-user documentation as needed
- Application installation, customization and training
- Product support

Initially, Employee will be expected to learn and, within time periods provided to you by your manager, demonstrate proficiency with the following critical-path technologies:

- Application Development
  - a. Flash / Action Script
  - b. Photoshop
  - c. C#.NET
  - d. ASP.NET
  - e. .NET Framework
  - f. Transact SQL
  - g. JDK 1.4.2
  - h. User Interface development with Swing
  - i. Java Servlets
- Tools and Environments
  - j. Macromedia Flash
  - k. Adobe Photoshop
  - l. Microsoft SQL Server 2000
  - m. Visual Studio .NET IDE
  - n. Microsoft Visio
  - o. Borland JBuilder
  - p. StarTeam
  - q. Cognos Suite of Business Intelligence Tools
  - r. InstallAnywhere

This list is subject to change as new technologies and environments become available or necessary for completion of new contracts. However, the initial set of systems Employee will be expected to interact with successfully and with demonstrable expertise is described above.

Additionally, Employee will be expected to become proficient in other applications necessary to perform the job duties outlined above including, but not limited to, Microsoft Word, Microsoft Excel, Microsoft Outlook and SnagIt.

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