

COMPUTER PROGRAMMER

DEFINITION

Under general supervision, the Computer Programmer is an entry-level programmer position responsible for the design and implementation of mainframe applications to meet the needs of the City's operating departments.

ESSENTIAL FUNCTIONS INCLUDE BUT ARE NOT LIMITED TO:

This position defines requirements, writes procedures and codes program logic and instructions; prepares test data; analyzes test program performance; makes corrections and prepares program documentation.

DISTINGUISHING FEATURES OF THE CLASS:

This entry level class is distinguished from a Programmer Analyst by the latter's responsibility of total system performance and user satisfaction.

RECOMMENDED MINIMUM REQUIREMENTS:

One year experience in system development and design in a data processing environment utilizing database management, development languages such as d-base, C, COBOL, and fourth generation languages and message control systems or any combination of training and experience which provides the following knowledge, skills and abilities:

Knowledge of: principles and techniques of mainframe computer programming, system analysis and design, structure and techniques of application development.

Ability to: formulate, develop and test new computer programs and systems, prepare clear and concise reports and program documentation; cooperate and communicate effectively with associates and end users; develop and maintain effective working relationships with users, co-workers and other employees and the public.

CHARACTERISTICS OF SUCCESSFUL PERFORMERS:

The successful performer combines technical knowledge in programming with excellent communication skills to assist customers with information needs. This individual enjoys working independently and as a team member and is dedicated to quality work for the customers.

Class title established per Council Resolution No. 89-120,
effective 11-16-89

Approved 12/92