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**Who Is
ENS-Inc?**

Enterprise Networking Solutions, Inc. (ENS-Inc) is a privately held corporation founded in 1999 offering consulting services, computer networking, and integration services to government agencies and commercial companies. At ENS-Inc we make great strides in understanding our Client's business model and technical infrastructure as to provide the Client with intelligent solutions to improve the technical aspect of the Client's business model. The hours we invest with the Client, collecting data, serve the ENS-Inc business process that makes ENS-Inc successful in providing solutions for our Client's technical intentions. This time also paves the way to a long-term business relationship based on mutual understanding and trust with thought-provoking ideas to bolster our Client's technical environment.

For more information about ENS-Inc, our business and our customers, please visit our website at www.ens-inc.com.

Software Engineer

Overview

The Software Engineer is focused on the design and creation of software. They will analyze user's needs and design, construct, test, and maintain computer software. When developing software, they will analyze the task, prepare systems flow charts that visually display how information would flow through the computer and its peripheral equipment, and develop the best solution. They will analyze and amend software errors in a timely and accurate fashion and provide status reports when required. Must possess strong programming skills, as well as be a logical and disciplined thinker.

**Classification
Levels**

- Associate Software Engineer
 - Software Engineer
 - Senior Software Engineer
 - Enterprise Architect Software Engineer
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Skills

Based on the classification level, a Software Engineer will possess the following skills:

- Software design, coding, and unit testing skills.
- Research, design, and develop computer software systems.
- Methodology of design and system architectures.
- Innovative software using cutting-edge technologies.
- Collaborate with the product team and customer to gather requirements.
- Customize products to meet customer current and future needs.
- Investigate new technologies.
- Monitor and correct software defects.
- Develop new and improve existing products, systems, and sites.
- Re-use of common code, clean interfaces between subsystems and design integrity.
- Analyze requirements to determine feasibility of design with time and cost constraints.
- Automated functional tests.
- Technical specifications, object models, and test plans.
- Software system testing procedures, programming, and documentation.
- Explain business functions and technology restraints to non-technical staff.
- Design tradeoffs for architecture and software components.
- Third party vendors and software partners.
- Research, design, and develop computer software systems.
- Computer science fundamentals.
- Deliver projects on-time, to specification, with a high standard of quality.

Note: You will be expected to perform other related work duties as needed. The skills listed describe the general nature and level of work being performed by individuals assigned to the job title. This is not intended to be an exhaustive list of all responsibilities and duties required of personnel.

**Technology
Experience**

Based on the classification level, a Software Engineer will have experience in the following technologies:

- Programming in ASP and ASP.NET/C#
 - ASP.NET and ADO.NET
 - Programming using Web (HTML, XML)
 - Software Engineering principles
 - Develop e-commerce applications/components in C#, VB.NET, Java, ASP
 - Web protocols, such as HTTP/HTTPS, FTP, etc.
 - HTML/XHTML, CSS, JavaScript/DOM, XML/XSLT
 - XML, Web Services and object-oriented techniques
 - Databases and queries, notably SQL Server
 - Database design and development and data modeling (SQL, XML)
 - Browser compatibility issues
 - Source control systems such as Team Foundation System
 - Web standards, technologies, and solutions
 - Windows and Visual Studio development environments
 - Fundamentals of computer science: object-oriented design and design patterns, data structures, and algorithms
 - Agile software development processes, with emphasis on requirements gathering, milestone-based development and triage
 - Parallel processing, distributed and grid computing, Service-Oriented Architectures (SOA) and Web Services
 - UML to document designs
 - Developing Web applications in .NET
 - Microsoft .NET architecture best practices
 - Complete life-cycle of enterprise wide web-based applications
 - Automated unit testing and web testing
 - Programming and knowledge of networking fundamentals and protocols
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- Leadership Skills** In general, a Software Engineer will possess the following leadership skills:
- Accept responsibility for own actions and keeps commitments.
 - Demonstrate accuracy and thoroughness in completing tasks.
 - Able to work quickly under pressure, make logical decisions and meet deadlines.
 - Identify and resolve problems in a timely manner; develop alternative solutions.
 - Provide assistance, technical advice and supervision when needed.
 - Challenge others to develop as leaders while serving as a role model and mentor.
 - Disciple or report project team members, if needed.
 - Able to manage multiple, simultaneous projects and deadlines.
 - Self motivated to learn new technologies and improve as a team member.
 - Works independently and as part of a project team.
 - Thrive in a fast paced, rapidly changing environment.
 - Strong communication, collaboration and problem-solving skills.
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Software Engineer Classification Levels

Expectations Regardless of the classification level assigned to an employee's job description, they will be expected to perform all tasks and skills related to the lower levels as needed. If an employee is assigned to a higher level (Senior Engineer or Enterprise Architect), they will be expected to perform all tasks and skills related to the lower levels as needed. If an employee is assigned a lower level (Associate or Engineer), they may be asked to perform higher level work under supervision and/or with training.

**Associate
Software
Engineer**

Essential Responsibilities

Depending on the project size and environment complexity, your role will be to:

- Execute and Lead micro to small sized projects.
- Participate and Support medium to enterprise sized projects.

Example: When an Associate is assigned to a large sized project, their role would be to support and participate in performing the work needed to complete a project. If assigned to a micro sized project, their role would be to lead the project, perform the project work, training, etc.

Qualifications

- 1+ years of developing and delivering software for real-time embedded systems.
 - College degree with major coursework related to Computer Science; or, an equivalent combination of education and experience.
 - Possess Certification(s) related to the job or field (preferred).
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**Software
Engineer**

Essential Responsibilities

Depending on the project size and environment complexity, your role will be to:

- Execute and Lead small to medium sized projects.
- Participate and Support large to enterprise sized projects.

Example: When an Engineer is assigned to Small or Medium sized project, their role would be to lead the project, perform the project work, training, etc.

Qualifications

- 5+ years of developing and delivering software for real-time embedded systems.
 - College degree with major coursework related to Computer Science; or, an equivalent combination of education and experience.
 - Possess Certification(s) related to the job or field (preferred).
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**Senior
Software
Engineer**

Essential Responsibilities

Depending on the project size and environment complexity, your role will be to:

- Execute and Lead small to medium sized projects.
- Develop and Lead large to enterprise sized projects.

Example: When a Senior Engineer is assigned to Small or Medium sized project, their role would go beyond leading the project to include Architect Design, mentoring lower level employees, training, etc.

Qualifications

- 8+ years of developing and delivering software for real-time embedded systems.
 - 3+ years of software development experience in a lead position.
 - College degree with major coursework related to Computer Science; or, an equivalent combination of education and experience.
 - Possess Certification(s) related to the job or field.
 - Subject Matter Expert (SME).
 - Must exhibit technical leadership and have experience with team building, process improvement, conflict resolution, and motivating people.
 - Management experience (preferred).
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**Enterprise
Architect
Software
Engineer**

Essential Responsibilities

Depending on the project size and environment complexity, your role will be to:

- Execute and Lead small to medium sized projects.
- Develop and Lead large to enterprise sized projects.

Example: When an Enterprise Architect is assigned to Small or Medium sized project, their role would go beyond Architect Design to include mentoring lower level employees, provide project overview, training, etc.

Qualifications

- 10+ years of developing and delivering software for real-time embedded systems.
 - 3+ years of software development experience in a lead position.
 - College degree with major coursework related to Computer Science; or, an equivalent combination of education and experience.
 - Possess multiple Certifications related to the job or field.
 - Subject Matter Expert (SME) in multiple areas.
 - Must exhibit technical leadership and have experience with team building, process improvement, conflict resolution, and motivating people.
 - Management experience (preferred).
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