



Career Opportunity

The University of Lusaka is one of Zambia's top Universities. The University has continued to expand and it for this reason that the University is inviting applications from suitably qualified candidates to join its Information Technology Department as;

Information Technology Specialist - Software Developer (1)

Purpose

The incumbent main responsibility will be to improve the University's efficiency and effectiveness in the Information and Technology Department by designing, installing, testing and maintaining software systems.

Summary of Job Responsibilities;

- Oversee testing, debugging, change control, and documentation for new projects
- Presenting ideas for systems improvements
- Producing detailed specifications and documentation
- Testing in-house developed and externally provided software
- Preparing of training manuals for end-users
- Maintenance and updating of existing systems
- Gather and evaluate user feedback

Qualifications

- A Bachelor of Science Degree in Computer Science or Computer Engineering with a bias in software development.
- A Master's Degree in Computer Science is an added advantage.
- Experience with online Databases.
- Must be conversant with languages and technologies (JavaScript, Web Services, C++, C-Sharp, Net-framework, etc.).
- At least three (3) years' experience in a similar position.

Key Qualities and skills:

- Self-motivated, resourceful and innovative
- Must be able to work with minimum supervision
- Must be assertive with very good interpersonal skills

APPLICATION GUIDELINES

Interested candidates should send their application letters together with copies of their educational & professional certificates, and Curriculum Vitae with at least three traceable referees to the undersigned. The closing date for applications is 6th April 2018.

The Human Resource Officer

University of Lusaka

Plot 37413

Off Alick Nkhata Road, Mass Media

P O Box 36711, Lusaka Zambia

Email: jobs@ictar.ac.zm

"Passion for Quality Education, Our Driving Force"