



Software Developer

[Senior] Technical Specialist Grade

December 2024

Outline

The Software Developer delivers new features and bug fixes to our terrestrial archaeology recording system. This system manages our record of the archaeology we investigate through terrestrial fieldwork and post-excavation, data that underpins our ability to deliver high quality business outcomes and fulfil our wider obligations in managing heritage.

Essentially, the role will:

- Develop and maintain the Archaeological Recording System to ensure it provides a high quality, robust record of our terrestrial archaeology work
- Be central to managing delivery of new features and changes to the Archaeological Recording System so that it continues to meet our needs to collect and provide high quality, well managed data
- Support the rest of the Data and Systems Team and organisation with specialist knowledge and technical expertise

Context

This role forms part of the Data and Systems Team at Wessex Archaeology, who ensure we manage data well and coordinate the systems that support it. The team is also responsible for developing internal systems, primarily for this role focusing on our terrestrial archaeology recording system.

Wessex Archaeology has developed its own terrestrial archaeological recording system to manage the data collected in our terrestrial fieldwork and post-excavation processes. This system includes tablets to capture data on site, alongside a range of applications to import site survey data, capture post-excavation analysis of finds, interpret and report on findings, and manage archives. It is used by teams across Wessex including archaeologists on site, post-ex specialists, and others.

Development is led by the Data and Systems Team, and is carried out by a mix of internal and external developers. This role will initially be to support the Systems Developers, and then be primarily responsible for taking over day-to-day development and maintenance of the Archaeological Recording System. Reporting into the Data and Systems Manager, the role will sit alongside another pair of Systems Developers with broad technical skillsets, and an Archaeological Data Officer responsible for training and communicating between the Archaeological Field Teams, Post Excavation teams, and the Data and Systems Team.

Role Specification

The role is set out by the sections below, which describe the responsibilities outlined above in more detail. In practice, the role will evolve and adapt as we learn and get a better idea of how we best support users of the archaeology system, and it is part of the role to manage this process alongside the Data and Systems Manager.



The role is accountable for making sure:

- Core Functions of the Archaeological Recording System are supported and maintained
- Improvements to the Archaeological Recording System are developed effectively via both internal development and with our external development partners
- Needs and requirements of users of the Archaeological Recording System are assessed and prioritised, working with the Archaeological Data Officer to gather and communicate these, and the Data and Systems Manager to ensure that they match the organisational strategy
- Ensuring that technical documentation related to the systems are up to date and consummate with our organisational QMS requirements

The role will also sit within the larger role of the Data and Systems Team to;

- Develop and maintain Systems that meet the data needs of the organisation, from both an archaeological and operational perspective
- Ensure that our data has good integrity, is fit for purpose, and purposeful

Person Specification

Essential skills and experience

- Technical skills: Delphi (Android (FMX) and Windows (VCL)), SQL, Version Control via Git
- 2+ years' experience of developing systems, front- and back-end
- Experience managing databases
- Agile/DevOps experience

Desirable skills and experience

- Interest in archaeology and digital recording of archaeology
- Experience working with the Microsoft Product Environment (Sharepoint/Azure i.e.)
- GIS software experience highly desirable
- Knowledge of other programming or development languages beneficial (C#/C++, Python)

Behavioural competencies

- Eagerness to collaborate with other members of staff
- Effectively working independently to deadlines
- Critical thinking skills to get to the bottom of an issue and find resolutions to complex problems
- Communication skills to interact with end users and understand requirements and limitations