Purpose Statement

The job of the MCHS 21st Century Programs Developer was established for the purpose(s) of developing an innovative 21st century elective program consisting of the convergence of three distinct academies: computer coding/software development, visual arts/digital design, and audio production/recording. Specifically:

• designing expected learning outcomes and a curriculum for the Coding Academy that incorporates foundations of website/mobile app/game development;
• coordinating the development of a Design Academy that builds on a strong foundation of visual arts to incorporate marketable 21st century skills using the Adobe Creative Suite (i.e. digital design/motion graphics, visual/graphic design, and packaging/print advertising);
• assisting in the expansion of the existing MCHS Audio Production program to include a recording studio and corresponding program;
• collaborating and coordinating with funding agencies, architects, business/industry leaders, and maintenance to remodel the infrastructure of MCHS to best support the academies;
• possibility of teaching software development/coding classes as future incoming students matriculate through the program

This job reports to Principal of Middle College High School.

Essential Functions

• Collaborates with professionals within related creative technology industries to develop contemporary program offerings and specific resources that harness students’ natural creative talents to prepare them for innovative 21st century career fields
• Collaborates with outside educational institutions to establish dual credit/enrollment program towards industry certifications and alternative pathways for students upon graduation to prepare for employment in the creative industry
• Promotes and advertises the MCHS academies to prospective students, parents, and feeder schools via videos, website, print materials, and site visits
• Designs a one-year web-development course that teaches all sophomores to develop and maintain the foundation of web development skills (HTML5, CSS, javascript)
• Assists in designing a one-semester introduction to computer science class for freshmen (possibly in partnership with TEALS grant) and a one-semester freshmen class to learn how to use a MacBook Pro for learning, productivity, and creativity
• Works with WCS Career and Technical Education Director to establish and maintain a lease agreement with Apple for one-to-one MacBook Pro laptops for students in grades 10-12 with academy-specific software
• Builds relationships with MCHS faculty and investigates and promotes the use of technology and the integration of academy skills in all core academic classes and real-world scenarios through the MCHS project-based learning period
• Remains up-to-date in knowledge of industry demands and related skills in the areas of software development and visual communications/ graphic design/ motion graphics and make proactive modifications to program
• Designs a summer camp program for elementary/middle school students interested in coding, design, or music production

Job Requirements: Minimum Qualifications

TECHNICAL SKILLS AND KNOWLEDGE:

• Competent knowledge and skills in, or willingness to independently learn, relevant object-oriented programming language(s) (i.e. Ruby, Python, C++, Ruby on Rails, etc).
• Competency knowledge and skills in, or willingness to independently learn, basic animation and game development
• Knowledge and skills of web standards (i.e. HTML, CSS, JavaScript, Adobe Dreamweaver)
• Solid foundational knowledge, or willingness to independently learn, the Adobe Creative Suite used for an overview of visual design, digital design, and video design instruction
PERSONAL SKILLS AND KNOWLEDGE:
- Competencies required to satisfactorily perform the functions of the job include: adapting to changing work priorities; communicating with diverse groups; meeting deadlines and schedules; and working as part of a team.
- Ability to schedule and lead activities, meetings, and/or events to build the program and promote it to prospective students/parents, county stakeholders, other educational institutions, and potential business and industry partners.
- Instructional design skills.
- Problem solving is required to analyze issues and create action plans.

Responsibility
Responsibilities include: working under limited supervision using standardized practices and/or methods; leading, guiding, and/or coordinating others; and operating within a defined budget. Utilization of some resources from other work units is often required to perform the job’s functions. There is a continual opportunity to impact the organization’s services.

Working Environment
The usual and customary methods of performing the job's functions require the following physical demands: occasional lifting, carrying, pushing, and/or pulling; some stooping, kneeling, crouching, and/or crawling; and significant fine finger dexterity. Generally the job requires 60% sitting, 20% walking, and 20% standing. The job is performed under minimal temperature variations and in a generally hazard free environment.

Experience/Education Equivalency
Bachelor’s degree
None Specified

Certificates & Licensing
Teachers License will be needed to teach coding/web development classes once the program is established.

Continuing Educ. / Training
None Specified

Clearances
Criminal Justice Fingerprint/Background Clearance

FLSA Status
Exempt