

JOB INFORMATION

Job Code	MA54
Job Description Title	Technology Architect-Central
Pay Grade	IT09
Range Minimum	\$74,180
33rd %	\$93,960
Range Midpoint	\$103,860
67th %	\$113,750
Range Maximum	\$133,530
Exemption Status	Exempt
Approved Date:	11/19/2019 3:47:04 AM
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JOB FAMILY AND FUNCTION

Job Family:	Information Technology
Job Function:	Information Systems Architecture

JOB SUMMARY

Under general supervision, serves as an architect for the delivery of generally related systems and services in a specific area of technology. Researches, designs, and presents designs to OIT staff and management for review and acceptance. Works closely with delivery teams, OIT managers, and various members of OIT management to ensure current and future technology services are designed and delivered according to University standards and industry best practices. (Employee must work in central IT unit. Exceptions require CIO prior approval.)

RESPONSIBILITIES

- Partners with stakeholders, OIT project managers, OIT delivery teams, and vendor partners to ensure the design and delivery of systems and services adhere to University technology architecture principles for all services related to the architect's area. Monitors industry trends to ensure technology architecture in the specific area is current with industry standards and new technology implementation.
- Participates in technology architecture governance and serves as an expert for the current and future design of technology application delivery. Provides input and support of the evolution of technology architecture in specific areas to include technical assessments and technical requirements analysis as well as future capability needs to drive the design and integration of various components of architecture.
- Fosters cross-organizational thought leadership, user experience excellence, vendor-partner accountability, and operational cohesion.
- Supports a culture of service, process orientation, best practice, and cost-effective management.
- Coordinates and assists with the deployment of new systems or services in the architect's specific area of concentration.
- Performs other related duties as assigned by the supervisor.

SUPERVISORY RESPONSIBILITIES

Supervisory Responsibility	May be responsible for training, assisting or assigning tasks to others. May provide input to performance reviews of other employees.
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MINIMUM QUALIFICATIONS

To be eligible, an individual must meet all minimum requirements which are representative of the knowledge, skills, and abilities typically expected to be successful in the role. For education and experience, minimum requirements are listed on the top row below. If substitutions are available, they will be listed on subsequent rows and may only be utilized when the candidate does not meet the minimum requirements.

MINIMUM EDUCATION & EXPERIENCE

Education Level	Focus of Education		Years of Experience	Focus of Experience	
Bachelor's Degree	No specific discipline. Master's Degree in IT or related field preferred.	And	8 years of	Relevant IT experience in designing and developing technology systems and services, including at least two years managing project work.	

MINIMUM KNOWLEDGE, SKILLS, & ABILITIES

Proficient in project management principles and tools to lead implementation.	And
Ability to identify key objectives and create a layout to reach targeted goals.	And
Ability to write code with various programming languages.	And
Ability to recognize, analyze, and solve a variety of problems.	And
Ability to communicate effectively in both oral and written form.	And
Strong technical aptitude and computer skills.	

MINIMUM LICENSES & CERTIFICATIONS

Licenses/Certifications	Licenses/Certification Details	Time Frame	Required/Desired	
None Required.				

PHYSICAL DEMANDS & WORKING CONDITIONS

Physical Demands Category:	Other
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PHYSICAL DEMANDS

Physical Demand	Never	Rarely	Occasionally	Frequently	Constantly	Weight
Standing			X			
Walking			X			
Sitting					X	
Lifting	X					
Climbing			X			
Stooping/ Kneeling/ Crouching			X			
Reaching			X			
Talking					X	
Hearing					X	
Repetitive Motions				X		
Eye/Hand/Foot Coordination				X		

WORKING ENVIRONMENT

Working Condition	Never	Rarely	Occasionally	Frequently	Constantly
Extreme cold			X		
Extreme heat			X		
Humidity			X		
Wet			X		
Noise			X		
Hazards			X		

WORKING ENVIRONMENT

Working Condition	Never	Rarely	Occasionally	Frequently	Constantly
Temperature Change			X		
Atmospheric Conditions			X		
Vibration			X		

Vision Requirements:

Ability to see information in print and/or electronically, should have depth perception and the ability to distinguish colors.