



POSITION	Ecommerce Architect for a Retail GIC
REF	FRACLTRTL2-11022019
LOCATION	Bangalore

Experience

- An undergraduate or post graduate in engineering (Computers or IT) with 7-10 years of experience in software development.
- Minimum 6year's experience as architect for ecommerce development.
- Experience on troubleshooting production & performance problems and doing a post-mortem report. Experience on monitoring and troubleshooting tools like Splunk, Appdynamics, Nagios, Grafana, Prometheus, Kibana etc.
- Good knowledge of CI/CD tools and frameworks
- Working knowledge of Atlassian suite (Confluence, Bitbucket-GIT, JIRA) is needed
- Agile development experience in fast paced environment; working experience in small teams / pods / squads highly desired.

Key Responsibilities

- Work closely with the business to understand business needs, consult them on feasibility& come up with the solution that needs to be implemented considering all the KPIs
- Conceptualizing, designing, and implementing platform architectures that serve as long-term building blocks for all eCommerce solutions. Architecting, developing, and delivering complex eCommerce solutions, including elements of User Interface and Information Architecture design.
- Aligning the solutions according to the Ecommerce Technology Road Map by working with all businesses in the group& other teams in Adessa
- Maintaining the architectural integrity and consistency across the entire product of eCommerce platform.
- Responsible for ensuring the performance of the site (milliseconds response) even when we have peak load on the site (Cyber)
- Provide the high level solution architecture & work with technical leads to come up with low level design
- Define the implementation strategy & ensure the delivery of solution as per the technical architecture defined
- Design & Ensure Development Standards, Code Reviews & Quality Assurance (Unit Testing) Standards
- Conceive, experiment with, and present architectural approaches for software applications, including web, client, server, and others. Work with proof of concepts and come with the best possible solution to a particular problem when needed.
- Lead technical requirements gathering & design sessions and writing technical requirements & design documents.
- Whenever requested, provide hands on expert level assistance to other developers for technical issues. Hands-on working knowledge and should be able to develop is must.
- Code reviews with the development areas and push towards the best practices.
- Communicate to the stakeholders and the managers of the area on the implementations in a way it can be understood by them. Keep the teams informed on the future plans and what's going on.
- Keep all the teams and providers inclined towards the common goal technically.
- Soft Skills required
- Demonstrate a track record with standard SDLC and Agile implementation techniques. Knowledge on how Squads operate.



- Good written and verbal articulation and communication skills – English is a must.
- Team player and ability to work with different multi-location & multi-cultural teams.
- Proactive attitude on identifying problems and providing solutions.
- Creative and innovative thinking is appreciated.