



<b>Role</b>	UI Developer - Prototyper
<b>Type</b>	Permanent
<b>Recruiting Manager</b>	Alex Horstmann, Head of Customer Experience (GM & F&F)
<b>Location</b>	Welwyn Garden City
<b>Level</b>	WL2

This is a special role, a very special role. We are looking for an innovative front end developer to join our 27 strong multi-disciplinary team (UX, Design & Code), to help us create incredible digital experiences across desktop, mobile and kiosk.

### **You love solving problems:**

- you will be constantly challenged to make front end code do things that don't immediately seem possible, but you do it anyway,
- you will be instrumental in crafting incredible, tactile interfaces,

### **Innovation is your thing:**

- you will push the whole team to realise that there are few limits in what we can do,
- you will be part of the design process, helping us to build and test incredible new features.

### **You are a techie geek:**

- you know your stuff... and the stuff of a few other developers combined,
- you can drive JavaScript like an F1 driver, and use CSS like a ninja,
- you are constantly looking at what's new,
- you think in binary.

### **Your code is a thing of beauty to behold:**

- you are obsessed with reusable, modular and flexible code,
- anyone can read your code... even without the comments.

### **As part of your role, you'll be:**

- you will be working closely with Experience Architects and Digital Designers to prototype new features and functionality,
- innovating and improving our sites,
- working with the rest of the front end development team to build great experiences.

### **Skills, Experience & Qualifications:**

- 5 years experience in front end development
- Expert in HTML, CSS and Javascript.
- Full understanding of cross-browser/platform issues and code solutions.
- Expert of web standards and CSS-driven layouts and a master of the DOM.
- Expert in Javascript Frameworks(jquery) & unobtrusive Javascript techniques.

## **The Customer Experience Team (GM & F&F)**

We are a 27-strong multi disciplinary team covering Research, Service Design, UX, Design and front-end development. We believe that through what we do we can craft beautiful experiences that make our customers' lives better. We are passionate about doing the best job possible, and we are committed to having fun doing it!

We embrace new challenges and solve problems; we believe in looking backwards only to help us take the right path forwards.

We question, critique and grow; we share, discuss and learn; we are creative and we wonder...

## **The Tesco Online Team**

Leading our digital businesses, (Grocery Home Shopping, Tesco direct, F&F and Wine by the Case), the online channel team's role is to grow the businesses and develop a seamless online experience aligned with the overall Tesco brand.

Accountable for the strategy, development, sales and P&L of these digital businesses, the Online team has several functions within it – strategy & proposition, programme management, data science, international, product management, user experience, analytics, trade planning, content and customer experience to name a few.

The team will work across Tesco but particularly closely with customer fulfilment, digital product, technology, retail, customer and commercial teams.