General Description
Provides advanced level design, development, and modification of complex educational technology systems, such as Web Course Tools (WebCT), Hypertext Markup Language (HTML), Virtual Reality Modeling Language (VRML), 3-D animation and software.

Examples of Duties
- Develops, produces, edits, and publishes digital media content.
- Consults and advises staff and faculty on technology media usage.
- Researches and recommends opportunities in new educational technologies.
- Conducts and evaluates workstation imaging activities.
- Conducts program analysis, evaluation, and provides recommendations on educational technology.
- Installs, maintains, and troubleshoots educational media, software, or hardware.
- Creates and maintains educational technology databases.
- Provides technical support to end users of complex educational technology.
- Trains staff, students, and faculty on digital media content and technology.
- Performs other advanced level education technology related duties as assigned.

Knowledge, Skills, and Abilities
- Knowledge of Windows and programming languages, such as C, C++, Visual Basic, Pearle, Java, Common Gateway Interface (CGI), relational databases, such as Oracle, middleware, LANs, etc.
- Knowledge of integrated educational systems and event-driven programs.
- Knowledge of complex educational technologies.
- Effective time management, customer service, analytical, and organizational skills.
- Effective oral and verbal communication with external and internal customers.
- Ability to multi-task, train staff, supervise staff, and use independent judgment.

Minimum GSU Hiring Standards
Bachelor’s degree and three years of related experience; or a combination of education and related experience.

The above is a general description of duties performed by employees holding this job title and does not represent a complete list of duties that may be assigned to an employee.