

Web Developer - Fulltime - Permanent

SWGfL is a charity dedicated to ensuring that children are safe and secure online. We produce and develop products and services to help teachers, parents and children alike.

Through our commercial subsidiary, Edtesa, we have a programme to develop and sell safety and security products to commerce with the profits then used to fund our numerous good causes including helplines.

We have a vacancy for a web developer to assist the growing work load of the current team.

Key duties and skills include a minimum of two years

- Creating and maintaining web applications using HTML, CSS, PHP and MySQL
- Creating and maintaining responsive interactive elements using JavaScript
- Using workflow tools such as NPM, Git, Grunt, SASS/SCSS and Rollup
- Assisting with creating and maintaining SWGfL software frameworks
- Maintenance of print materials
- Supporting the marketing and communications works of SWGfL
- Organisational and project management skills

Additional desirable skills

- SEO experience
- Server management experience, including Linux, Apache/Nginx
- Experience with Google Tag Manager/Analytics/Search Console/Data Studio
- Experience with ES6 and NodeJS
- Design skills, UI design, illustrator or other vector tools
- Web (native) app development experience

Benefits

- Salary £23,000 - £28,000 pa (depending upon experience)
- Ongoing support and training
- Substantial Leave Allowance progressing to 25 days in second year of service and 30 in third year of service, plus bank holidays
- Pension with generous contributions from SWGfL

- Medical Healthcare benefits including dental, optical, chiropody and therapy treatments including physiotherapy, plus many more Health and Wellbeing services.
- Online Employee discount platform; saving you money on everything from groceries to holidays, fashion and electronics.
- Cycle to Work Scheme
- Benefits for you and your family including Childcare vouchers and annual flu jab, voluntarily available for all staff.
- Prospects of career progression