

Seeking Software Lead for Digital Antiquity, A National Digital Repository for Archaeology

Digital Antiquity seeks a software engineer to lead the technical development of a national digital repository for archaeological documents and data. This well-funded cyberinfrastructure initiative has the potential to be transformative for the discipline of archaeology and provides an excellent career opportunity in informatics at a major research university.

Digital Antiquity is a national initiative that has been generously funded by the Andrew W. Mellon Foundation. The repository's conceptual design—focusing on preservation and access, with user-initiated ingest of data, documents, and associated metadata—has been developed through planning grants from the National Science Foundation (NSF) and the Mellon Foundation. Key components have been prototyped with substantial funding from NSF. Digital Antiquity's software lead will guide the transition from the prototype to the trusted repository implementation recently funded by the Mellon Foundation.

The software lead will be responsible for managing both the software development and user support staff. We seek an individual committed to the success of the project who has the expertise in informatics and experience in project management to lead the technical development of a state-of-the-art and sustainable digital repository. We also seek someone with the communications skills to work effectively with domain experts in archaeology to ensure that the repository is highly responsive to user needs. The individual will also assist the Executive Director in the coordination of Digital Antiquity's efforts with independently funded, affiliated projects that build on or enhance the repository's capabilities.

The position minimally requires a Masters degree in informatics, information science, computer science or a closely related field. It also requires demonstrated software development expertise with an emphasis on data management, web application development, and object-oriented programming. In consultation with the Executive Director, the software lead will hire one or more additional software engineers to build a team that has the collective expertise to effectively implement the conceptual model for the repository. Experience in science informatics, digital repository development, and the management of moderate scale software development to support workflow and systems integration efforts are all highly desirable. Candidates should be familiar with principles guiding design and implementation of trusted data repositories and have an appreciation for the design of sustainable technical infrastructures. The prototype currently utilizes an open-source JEE software stack (Spring, Hibernate, Struts 2) and the Fedora digital repository platform; direct experience with these technologies is also desirable.

This multi-institutional effort is based at Arizona State University in Tempe, Arizona. The software lead will hold the title of Associate Research Professional (an Academic Professional position) at ASU and would report to Digital Antiquity's Executive Director. This is a 12 month, renewable, grant-funded, year-to-year appointment with excellent benefits. Salary will be \$75,000 per year, negotiable, commensurate with qualifications and experience. The position requires relocation to the Phoenix area of central Arizona.

Review of applications will begin on November 16, 2009 and continue until the search is closed. Interested individuals should submit, in electronic form, a letter of application, a resumé or curriculum vitae, and names and email contact information for three references to Executive Director, Digital Antiquity, SHESC, Arizona State University, Tempe, Arizona (digitalantiquity@asu.edu). For more information please see <http://digitalantiquity.org>.

A background check is required for employment. ASU is an equal opportunity/affirmative action employer committed to excellence through diversity.