



Role Description

This is a volunteer position for Cubed! Events Limited.

Title: Frontend Developer

Department: Development

Unit: Services

Responds to: Development Lead

Summary

As a Frontend Developer you will work to build and implement Cubed!'s web based applications. Taking designs from the Design & Assets services team and turning them into a reality. You'll work across departments to help to ensure that our web presence is functional and accessible.

Responsibilities

- Build and develop our web based applications.
- Ensure applications are built with longevity and maintenance in mind.
- Where required, build applications that are functional and on all platforms.
- Ensure that our web applications are accessible to everyone.
- Implement web-based designs built by the Design & Assets team.
- Help to develop a library of UI components that can be used across all our web experiences.

Desired Skills and Traits

- Experience working with web technologies, preferably React, TailwindCSS, GraphQL, REST APIs.
- Experience implementing web designs into functional websites and applications
- A good eye for design.
- Excellent attention to detail.
- Creative and solution focused mindset.
- Strong written and verbal communication skills.
- Collaborative approach with the ability to work effectively within a team.
- Strong analytical and problem solving skills.
- Motivated to deliver a high quality experience for the Cubed! community.
- Previous attendance or involvement with Cubed! is desirable.

To apply, please email volunteer@cubedcon.com with the 'Role Title' as the Subject. Include; why you want the position, applicable skills and previous applicable projects or experience.

Cubed! The biggest free-to-play convention held inside Minecraft that aims to raise money for Special Effect. The event is organised and produced entirely by a dedicated team of volunteers, each contributing their time and effort to create an exceptional experience.