



# MISSOURI GAMING COMMISSION CAREER OPPORTUNITY

Position Vacancy No. 214

Application Deadline: Open Until Filled

**CLASS TITLE:** Applications Developer  
**LOCATION:** Jefferson City, MO  
**SALARY:** \$55,451.28

## POSITION SUMMARY

The Missouri Gaming Commission Information Technology Division is seeking to add an Applications Developer to our Jefferson City team. This position will be largely responsible for planning and directing application and database design, development, and implementation.

What you will do:

- Database design and development.
- Review code and document technical testing.
- Create and update relevant documentation, such as user manuals.

## QUALIFICATIONS

Bachelor's degree and at least 2 years of relevant experience. (Substitutions may be allowed.)

Must be able to demonstrate:

- Knowledge related to developing business-class desktop applications using C#, ASP.NET, Visual Studio, Microsoft SQL, ORM toolkits and GUI design.
- Strong troubleshooting skills.
- Customer service and interpersonal skills.
- Effective communication skills, both verbally and written.
- Ability to create and meet deadlines. Project management skills preferred.
- Ability to prioritize tasks in an effective and efficient manner.

## APPLICATION REQUIREMENTS

All applicants must apply on [MO Careers](#) and upload a resume and college transcripts.  
For questions call (573) 526-4088.

## EMPLOYMENT RESTRICTIONS

No applicant will be selected for employment if he/she has a family member related within the second degree of consanguinity or affinity employed by an entity licensed by the Commission. A comprehensive background is required before appointment.

## **An Equal Opportunity Employer**

Missouri Gaming Commission reserves the right to fill positions through transfer and reclassification of existing employees. All qualified applicants will be considered for employment without regard to race, color, religion, sex, age, national origin, veteran status, ancestry, sexual orientation, or disability.