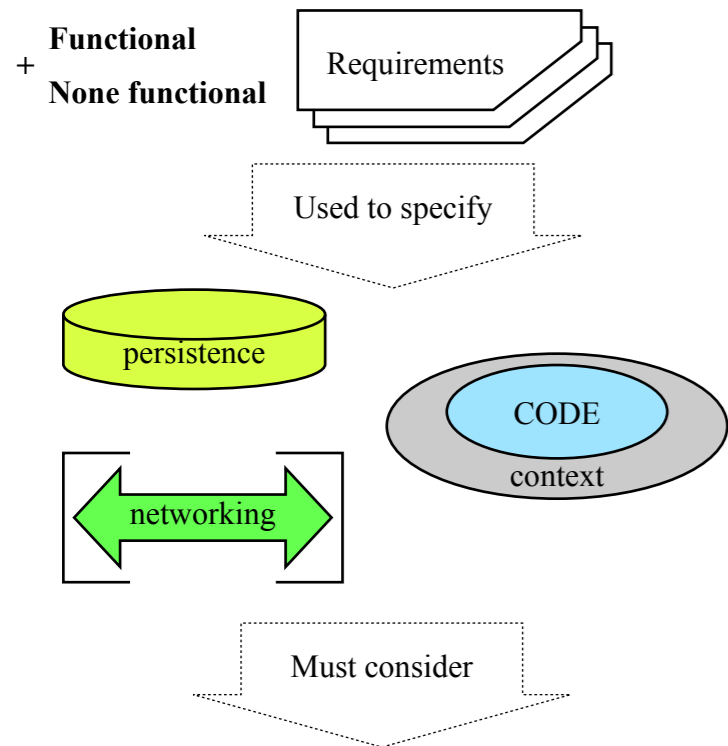
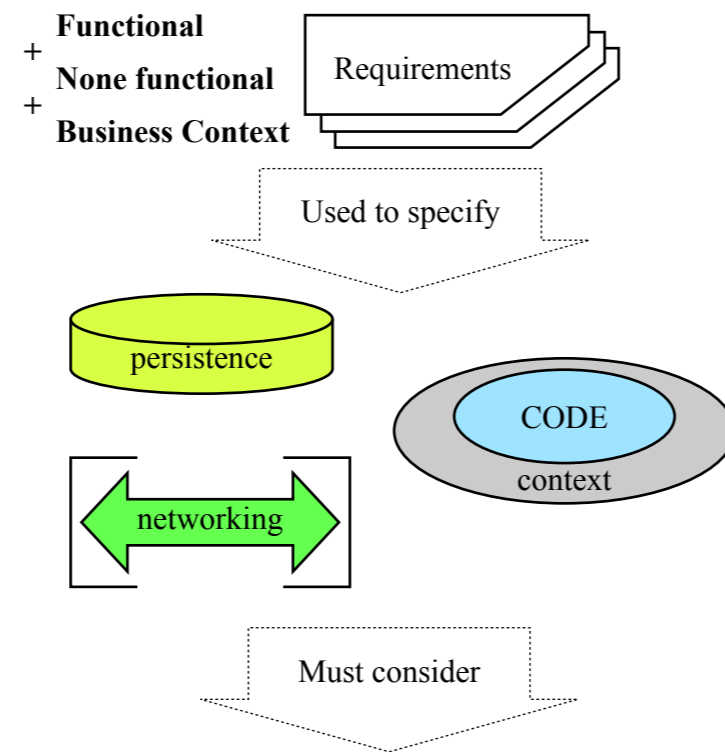


Software Developer



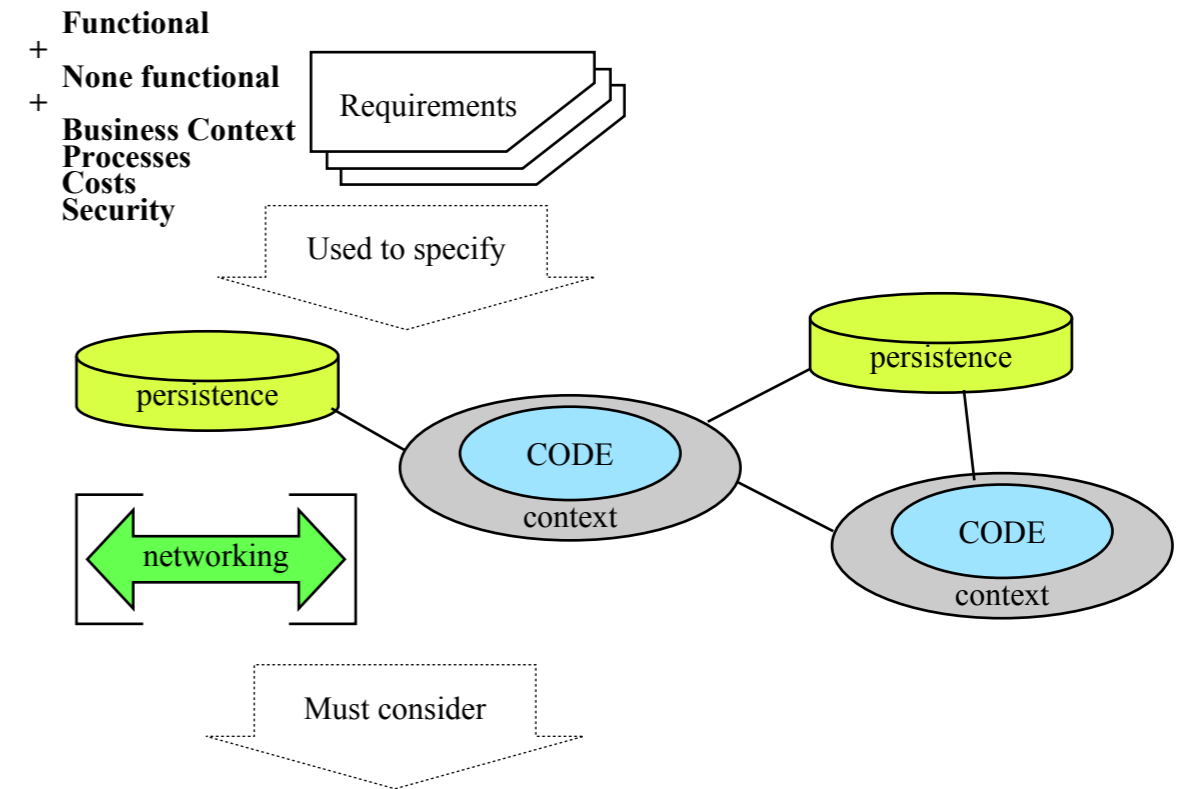
- Resources
- Threading
- Efficiency
- Portability
- Maintainability
- Usability
- Reusability

Software Architect

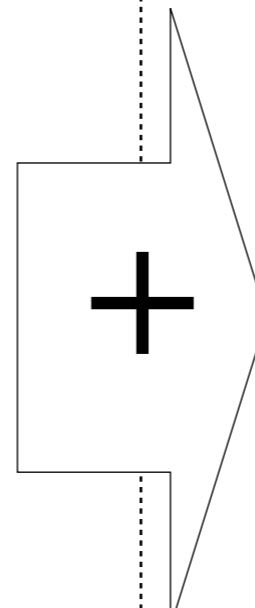


- Resources
- Threading
- Efficiency
- Idempotencies
- Platform (OS/Hardware)
- Deployment Strategy
- Data Structures
- Suites of software - interoperability
- Logical and physical designs
- Patterns and their employment
- Secure Programming
- Interface design
- Designs to allow parallel development
- Standards
- Fault tolerance
- Architectural styles
- Interfaces to hardware

Technical (Systems) Architect



- DB Design
- Security
- Middleware considerations
- Application servers
- Information flows
- Costs issues
- Fault tolerance
- Redundancy
- Distribution of data and services
- Development lifecycle
- Operational lifecycle
- Process to application specifications
- Process to data specifications
- Process to roles specifications
- Data transformation (e.g. ETL)
- Data security
- Disaster recovery specification
- Application to location, roles and data



- Traditionally, TA works with the PMO to ensure alignment of software solutions with other ongoing projects and programmes
- Work with business to ensure clear understanding of their goals, drivers and objectives
- Have teams of Business Analysts to facilitate the understanding the requirements and processes
- Use business processes to identify data
- Develop migration strategy for
 1. Data
 2. Software
 3. hardware