Role Profile for Software Architects

Description : This diagram is designed to highlight the common and major aspects of the software/technical architect role. It is targeted towards application and system architects that are working on bespoke software development projects.
Purpose : This diagram can be used to help perform a high level assessment when interviewing software architect candidates, or as a self-assessment to highlight keys areas in which you have little exposure.
Usage : Simply choose the appropriate level at the bottom of each element to highlight where demonstrable experience lies, asking the questions that are relevant to your own organisation. For example, questions to ask about Software Selection include, “have you performed software selection?”, “was this for a new or existing project?”, “were you solely responsible for choosing the software?”, etc.

Architecture
Architecture definition, system structure, logical view, physical view, architectural principles, security, etc.

Contributed To | Defined

Software Selection
Application stack, databases, libraries, frameworks, technology standards, etc.

Greenfield Project | Existing System

Infrastructure Selection
Operating systems, hardware, networks, disaster recovery, etc.

Greenfield Project | Existing System

Non-functional Requirements
Performance, scalability, security, etc.

Delivered Against | Justified | Tested

Leadership
Technical leadership, responsibility and authority, steering the team, etc.

Contributed To | Performed

Coaching and Mentoring
Helping people with technical problems, helping people move into new roles, etc.

Design and Code | Architecture

Project Methodology
Project structure and use of methodology such as waterfall, RUP, XP, Scrum, etc.

Contributed To | Defined

Development Processes
Source code control, build process, continuous integration, automated testing and other development processes/tools.

Contributed To | Defined

Practices and Standards
Coding standards and guidelines, project practices, tool selection, etc.

Contributed To | Defined | Enforced

Hands-on Design, Development & Testing
UML diagrams, code, unit tests, etc.

Yes | No

Breadth of Experience
Knowledge of many technologies and architectures.

Yes | No

Software Development And Technology Trends
Agile, Web 2.0, SOA, lightweight Java EE...

Awareness | Opinions