

**IT SYSTEMS ENGINEER  
HIRT & CARTER  
DURBAN**

**CORE PURPOSE OF THE JOB:**

Facilitate the primary responsibility of the IT Systems Engineer, development and support of technology infrastructure, hardware, software and office systems support and distribution, systems performance management and technology integration of functions.

**KEY PERFORMANCE AREAS:**

- Insure that the IT systems in place will in the future cater for the provision of reliable information to support the growth as set out by the strategy of the organisation
- Ongoing analysis of existing hardware and information systems and the reporting of weaknesses and strengths inherent therein
- Ongoing research into new technology and systems
- Customer relationships
- Outsourcing and fulfilment software
- Warehousing and tracking software
- Development of systems that ensure the integration of software
- Provide support from time to time on other sites or on project sites or at Clients
- Provide after hour support for critical infrastructure related problems i.e. server or network down and in the case of business projects
- Ensure that all calls are logged, managed and closed within SLA

**QUALIFICATIONS / EXPERIENCE:**

- Relevant IT qualification with at least 5 to 8 years relevant experience in a fast-paced corporate environment
- Knowledge of multiple operating systems
- Knowledge of Mac operating systems beneficial
- Excellent knowledge of the Microsoft O365, Mimecast
- Knowledge of networking: Routers, switches and cabling Infrastructure and networking of LAN and WAN architectures, CCTV and biometrics.
- Advanced computer skills

**BEHAVIOURS & ATTRIBUTES:**

- Service orientated
- Attention to detail
- Excellent reporting and communication skills
- Ability to manage multiple priorities
- Team player

The advert has minimum requirements listed.  
Management reserves the right to use additional / relevant information as criteria [careers@hcg.one](mailto:careers@hcg.one)  
**Closing date for applications is Monday, 4<sup>th</sup> November 2024.**