On-line access to contract ordering information, terms and conditions, up-to-date pricing, and the option to create an electronic delivery order is available through GSA Advantage!, a menu-driven database system. The INTERNET address for GSA Advantage! is http://www.gsaadvantage.gov

SCHEDULE TITLE: Multiple Award Schedule (MAS)

FSC GROUP: 70

CONTRACT NUMBER: 47QTCA18D00DU

CONTRACT PERIOD: June 12, 2018 through June 11, 2023

For more information on ordering from Federal Supply go to this website: www.fss.gsa.gov

CONTRACTOR: Prominent Edge LLC
14572 Riverwind Terrace, Centreville, VA 20120-3457
Phone number: (866) 225-5731 x 700
Fax number: (866) 225-5731
E-Mail: contact@prominentedge.com
Website: https://prominentedge.com/

CONTRACTOR’S ADMINISTRATION SOURCE: Syrus Mesdaghi
14572 Riverwind Terrace, Centreville, VA 20120-3457
Phone number: (866) 225-5731 x700
Fax number: (866) 225-5731
E-Mail: contact@prominentedge.com

WEBSITE: WWW.PROMINENTEDGE.COM

BUSINESS SIZE: Small Business

BUSINESS TYPE: Small Disadvantaged Business, Minority Owned Business, Hispanic American Owned Business, 8(a) Program Participant

CUSTOMER INFORMATION:

1a. TABLE OF AWARDED SPECIAL ITEM NUMBERS (SINs)

<table>
<thead>
<tr>
<th>SIN</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>54151S</td>
<td>IT Professional Services – SUBJECT TO COOPERATIVE PURCHASING</td>
</tr>
<tr>
<td>OLM</td>
<td>Order Level Materials</td>
</tr>
</tbody>
</table>
FPDS Code D301 IT AND TELECOM- FACILITY OPERATION AND MAINTENANCE
FPDS Code D302 IT AND TELECOM- SYSTEMS DEVELOPMENT
FPDS Code D306 IT AND TELECOM- SYSTEMS ANALYSIS
FPDS Code D307 IT AND TELECOM- IT STRATEGY AND ARCHITECTURE
FPDS Code D308 IT AND TELECOM- PROGRAMMING
FPDS Code D310 IT AND TELECOM- CYBER SECURITY AND DATA BACKUP
FPDS Code D316 IT AND TELECOM- TELECOMMUNICATIONS NETWORK MANAGEMENT
FPDS Code D317 IT AND TELECOM- WEB-BASED SUBSCRIPTION

1b. LOWEST PRICED MODEL NUMBER AND PRICE FOR EACH SIN:
(Government net price based on a unit of one)

See APPENDIX B GSA Authorized Commercial Pricelist

1c. HOURLY RATES (Services only):

See APPENDIX B GSA Authorized Commercial Pricelist

2. MAXIMUM ORDER*: $500,000

NOTE TO ORDERING ACTIVITIES: *If the best value selection places your order over the Maximum Order identified in this catalog/pricelist, you have an opportunity to obtain a better schedule contract price. Before placing your order, contact the aforementioned contactor for a better price. The contractor may (1) offer a new price for this requirement (2) offer the lowest price available under this contract or (3) decline the order. A delivery order that exceeds the maximum order may be placed under the schedule contract in accordance with FAR 8.404.

3. MINIMUM ORDER: $100

4. GEOGRAPHIC COVERAGE: Domestic, 50 States, Washington, DC, Puerto Rico, US Territories

5. POINT(S) OF PRODUCTION: Centreville, VA, Fairfax County, USA

6. DISCOUNT FROM LIST PRICES: 22%

7. QUANTITY DISCOUNT(S): None

8. PROMPT PAYMENT TERMS: 1% 10 Days

9.a Government Purchase Cards must be accepted at or below the micro-purchase threshold.
9.b  Government Purchase Cards are accepted above the micro-purchase threshold. Contact contractor for limit.

10.  FOREIGN ITEMS: Not Applicable

11a. TIME OF DELIVERY: 30 Days Subject to Task Order

11b. EXPEDITED DELIVERY: Contact Contractor

11c. OVERNIGHT AND 2-DAY DELIVERY: Overnight and 2-day delivery are available. Contact the Contractor for rates.

11d. URGENT REQUIREMENTS: Agencies can contact the Contractor’s representative to affect a faster delivery. Customers are encouraged to contact the contractor for the purpose of requesting accelerated delivery.

12.  FOB POINT: Destination

13a. ORDERING ADDRESS: Same as contractor

13b. ORDERING PROCEDURES: Ordering activities shall use the ordering procedures described in Federal Acquisition Regulation 8.405-3 when placing an order or establishing a BPA for supplies or services. The ordering procedures, information on Blanket Purchase Agreements (BPA’s) and a sample BPA can be found at the GSA/FSS Schedule Homepage (fss.gsa.gov/schedules).

14.  PAYMENT ADDRESS: Same as contractor

15.  WARRANTY PROVISION: Standard Commercial Warranty.

16.  EXPORT PACKING CHARGES: Not Applicable

17.  TERMS AND CONDITIONS OF GOVERNMENT PURCHASE CARD ACCEPTANCE: Accepted up to $25K

18.  TERMS AND CONDITIONS OF RENTAL, MAINTENANCE, AND REPAIR (IF APPLICABLE): Not Applicable

19.  TERMS AND CONDITIONS OF INSTALLATION (IF APPLICABLE): Not Applicable

20.  TERMS AND CONDITIONS OF REPAIR PARTS INDICATING DATE OF PARTS PRICE LISTS AND ANY DISCOUNTS FROM LIST PRICES (IF AVAILABLE): Not Applicable

20a. TERMS AND CONDITIONS FOR ANY OTHER SERVICES (IF APPLICABLE): Not Applicable

21.  LIST OF SERVICE AND DISTRIBUTION POINTS (IF APPLICABLE): Not Applicable

22.  LIST OF PARTICIPATING DEALERS (IF APPLICABLE): Not Applicable
23. PREVENTIVE MAINTENANCE (IF APPLICABLE): Not Applicable

24a. SPECIAL ATTRIBUTES SUCH AS ENVIRONMENTAL ATTRIBUTES (e.g. recycled content, energy efficiency, and/or reduced pollutants): Not Applicable

24b. Section 508 Compliance for Electronic and Information Technology (EIT): Prominent Edge LLC is 508 Compliant and our VPAT is posted on our website at www.prominentedge.com.

25. DUNS NUMBER: 079995299

26. NOTIFICATION REGARDING REGISTRATION IN SYSTEM FOR AWARD MANAGEMENT (SAM) DATABASE: Contractor has an Active Registration in the SAM database. Cage Code: 7GSY6

APPENDIX A – LABOR CATEGORY DESCRIPTIONS

APPENDIX B – GSA AUTHORIZED COMMERCIAL PRICELIST

APPENDIX A – LABOR CATEGORY DESCRIPTIONS

Title: Data Engineer I
Minimum Experience: 1 year
Minimum Education: Bachelor’s degree
Responsibilities / Skills: Assist with design and analysis of data models and software for IT solutions and business intelligence tools, increasing data accessibility and facilitating data-driven decision making. Employ modern software engineering techniques and methodologies to evaluate data quality and accuracy. Perform data analysis required to troubleshoot and resolve data-related issues. Develop software scripts to perform effective ETL (extraction, transformation, and loading) of data from various databases, disparate sources, and formats.

Title: Data Engineer II
Minimum Experience: 5 years
Minimum Education: Bachelor’s degree
Responsibilities / Skills: Design, analyze, and improve data models and software for IT solutions and business intelligence tools, increasing data accessibility and facilitating data-driven decision making. Implement software, processes, and systems employing modern software engineering techniques and methodologies to monitor data quality and accuracy. Perform data analysis required to troubleshoot and resolve data-related issues. Develop software scripts to perform effective ETL (extraction, transformation, and loading) of data spanning disparate databases, disparate sources, and formats.
Title: **Data Engineer III**

**Minimum Experience:** 8 years  
**Minimum Education:** Bachelor’s degree  

**Responsibilities / Skills:** Lead or supervisory role in the design, analysis, and optimization of complex data models and software for IT solutions and business intelligence tools, increasing data accessibility and facilitating data-driven decision making. Experience performing root cause analysis on internal and external data, software, and processes to answer specific business questions and identify opportunities for improvement. Implement software, processes, and systems employing modern software engineering techniques and methodologies to monitor data quality and accuracy. Perform data analysis required to troubleshoot and resolve data-related issues. Build the IT infrastructure and develop software scripts required for optimal ETL (extraction, transformation, and loading) of data spanning a wide variety of databases, disparate sources, and formats.

Title: **Data Scientist I**

**Minimum Experience:** 1 year  
**Minimum Education:** Bachelor’s degree  

**Responsibilities / Skills:** State-of-the-art technical industry knowledge in a combination of statistical and engineering disciplines. Effectively analyze databases and other big data repositories for business intelligence IT solutions and data analytics tools. Engineer effective data mining solutions, including manipulating and integrating data to feed analytical tools and data pipelines. Use modern software engineering techniques and methodologies to exploit big data and data pipelines to provide actionable insights into operational objectives and efficiencies, as well as other key business performance metrics. Leverage statistical learning models for data analysis. Participate in design of experiments, testing of hypotheses, and building custom data models and algorithms. Experience in data exploration, data visualization, and statistical analysis, as well as knowledge of relevant statistical libraries and software.

Title: **Data Scientist II**

**Minimum Experience:** 5 years  
**Minimum Education:** Bachelor's degree  

**Responsibilities / Skills:** State-of-the-art technical industry knowledge in a combination of statistical and engineering disciplines. Effectively analyze databases and other big data repositories for business intelligence IT solutions and data analytics tools. Engineer effective data mining solutions, including manipulating and integrating data from multiple sources to feed analytical tools and data pipelines. Use modern software engineering techniques and methodologies to exploit big data and data pipelines to provide actionable insights into operational objectives and efficiencies, as well as other key business performance metrics. Research, employ, extend, and develop statistical learning models for data analysis. Design experiments, test hypotheses, and build custom data models and algorithms. Experience in data exploration, data visualization, and statistical analysis, as well as experience with relevant statistical libraries and software in multiple programming languages.

Title: **Data Scientist III**

**Minimum Experience:** 8 years  
**Minimum Education:** Bachelor’s degree  

**Responsibilities / Skills:** State-of-the-art technical industry knowledge in a combination of statistical and engineering disciplines. Effectively analyze databases and other big data repositories for business intelligence IT solutions and data analytics tools. Engineer effective data mining solutions, including manipulating and integrating data from multiple sources to feed highly sophisticated analytical tools and data pipelines. Lead discovery processes with stakeholders to identify business requirements and desired outcomes. Use modern software engineering techniques and methodologies to perform advanced big data analysis, design highly complex algorithms, and develop innovative and effective approaches to solve analytical challenges. Broad knowledge of disparate data sources, domain-specific data sets, and statistical software, spanning multiple domains. Build analytical software tools that utilize data pipelines to provide actionable insights into operational objectives and efficiencies, as well as other key business performance metrics. Research, employ, extend, and develop statistical learning models for data analysis. Extensive
experience in data exploration, data visualization, and statistical analysis, as well as experience with relevant statistical libraries and software in multiple programming languages.

**Title:** DevOps Engineer I  
**Minimum Experience:** 1 year  
**Minimum Education:** Bachelor’s degree  
**Responsibilities / Skills:** Analyze organizational IT requirements to help design, install, and configure effective cloud-based and/or on-prem infrastructure solutions. Facilitate Continuous Integration / Continuous Deployment (CI/CD) processes and pipelines. Build automated deployments through the use of configuration management technology. Deploy new modules and upgrades and apply fixes within test and production environments. Troubleshoot and resolve production and deployment issues. Help maintain technical documentation.

**Title:** DevOps Engineer II  
**Minimum Experience:** 5 years  
**Minimum Education:** Bachelor’s degree  
**Responsibilities / Skills:** Analyze organizational IT requirements to design, install, and configure effective cloud-based and on-prem infrastructure solutions. Design and implement scalable Continuous Integration / Continuous Deployment (CI/CD) processes and pipelines. Architect, design, implement, manage, and deploy infrastructure-as-code solutions. Build automated deployments through the use of configuration management technology. Deploy new modules and upgrades and apply fixes within test and production environments. Troubleshoot and resolve complex production and deployment issues. Write technical documentation as needed. Provide technical mentorship to junior engineers.

**Title:** DevOps Engineer III  
**Minimum Experience:** 8 years  
**Minimum Education:** Bachelor’s degree  
**Responsibilities / Skills:** Experience in a lead or supervisory role designing, implementing, and managing configuration and deployment of scalable cloud-based and on-prem infrastructure-as-code solutions. Design, install, and configure highly effective solutions, analyzing organizational IT requirements to automate the provisioning of environments. Architect and implement highly scalable Continuous Integration / Continuous Deployment (CI/CD) processes and pipelines. Build automated deployments through the use of configuration management technology. Deploy new systems, modules, and upgrades and apply fixes within test and production environments. Troubleshoot and resolve highly complex production and deployment issues. Write, review, and edit technical documentation as needed. Provide technical mentorship to junior and mid-level engineers. Strong knowledge of a wide range of cloud-based platforms and technologies.
Title: Front-end Engineer I
Minimum Experience: 1 year
Minimum Education: Bachelor’s degree
Responsibilities / Skills: Agile development (including design, coding, testing, and debugging) of front-end user interfaces. Ability to develop effective front-end applications. Strong software development expertise spanning modern front-end web development languages, technologies, and frameworks, employing sound software engineering principles. Capable of utilizing API's to communicate with back-end infrastructure. Understanding of user experience and usability. Participate in requirements gathering and analysis. Help maintain technical documentation.

Title: Front-end Engineer II
Minimum Experience: 5 years
Minimum Education: Bachelor’s degree
Responsibilities / Skills: Agile development (including design, coding, testing, and debugging) of front-end user interfaces. Ability to design effective solutions of moderate complexity designed for the end user. Strong software development expertise spanning modern front-end web development languages, technologies, and frameworks, employing sound software engineering principles. Solid understanding of front-end/back-end communication protocols and APIs. Participate in requirements gathering and analysis. Provide technical mentorship and code reviews for more junior engineers. Author technical documentation.

Title: Front-end Engineer III
Minimum Experience: 8 years
Minimum Education: Bachelor’s degree
Responsibilities / Skills: Agile development (including design, coding, testing, and debugging) of front-end user interfaces. Ability to independently architect solutions of high complexity from the ground up. Strong software development expertise spanning modern front-end web development languages, technologies, and frameworks, employing sound software engineering principles. Expert knowledge of front-end/back-end communication protocols and APIs. Perform effective requirements gathering and analysis. Provide technical mentorship and as well as leading design and code reviews. Author, review, and edit technical documentation.

Title: GIS Software Consultant I
Minimum Experience: 3 years
Minimum Education: Bachelor’s degree
Responsibilities / Skills: Experience developing geospatial software solutions, employing modern commercial and open source geospatial software tools and libraries. Working knowledge of OGC standards. Software engineering expertise spanning modern programming languages, databases, and frameworks, employing sound software engineering principles. Participate in advising customers on geospatial technology selection and industry best practices. Author technical documentation.

Title: GIS Software Consultant II
Minimum Experience: 5 years
Minimum Education: Bachelor’s degree
Responsibilities / Skills: Experience designing, building, and deploying effective geospatial software solutions, employing modern commercial and open source geospatial software tools, libraries, and formats. Strong understanding and proficiency with OGC standards. Strong software development expertise spanning modern programming languages, databases, and frameworks, employing sound software engineering principles. Able to advise customers on geospatial technology selection and industry best practices. Provide technical mentorship and code reviews for other engineers. Author technical documentation.
Title: GIS Software Consultant III
Minimum Experience: 8 years
Minimum Education: Bachelor’s degree
Responsibilities / Skills: Extensive experience architecting, designing, building, and deploying scalable and effective geospatial software solutions for large, complex applications. Broad and in-depth knowledge of modern commercial and open source geospatial software and spatial analysis tools, libraries, and formats. Expert knowledge of OGC standards. Capable of leading focused studies or research and development projects. Very strong software development expertise spanning modern programming languages, database technologies, database design methodologies, and frameworks, employing sound software engineering principles. Oversee technical activities of the project team and ensure that software engineering principles and life cycle methodologies are properly employed. Actively advise customers on geospatial technology selection and industry best practices. Provide technical mentorship and code reviews for other engineers. Author technical documentation.

Title: Software Engineer I
Minimum Year Experience: 3 Years
Minimum Education: Bachelor
Responsibilities / Skills: Member of a project team developing application software. May participate in the requirements analysis and design for software applications or sub-components. Code or maintain software applications or sub-components from specifications. Follow established software development process. Create appropriate process artifacts including: requirements documentation, design documentation, and test plans. Test applications as identified in the development methodology, and create necessary documentation. Education: BS in Computer Science or related discipline and 3 years of experience or an MS in Computer Science or related discipline and 1 year of experience.

Title: Software Engineer II
Minimum Year Experience: 4 Years
Minimum Education: Bachelor
Responsibilities / Skills: Member of a project team developing application software. Will participate in the requirements analysis and design for software applications or sub-components. Code or maintain software applications or sub-components from specifications. Follow established software development process. Create appropriate process artifacts including: requirements documentation, design documentation, and test plans. Test applications as identified in the development methodology, and create necessary documentation. Education: BS in Computer Science or related discipline plus 4 years of experience or an MS in Computer Science or related discipline plus 2 years of experience or a PhD in Computer Science or related discipline.

Title: Software Engineer III
Minimum Year Experience: 7 Years
Minimum Education: Bachelor
Responsibilities / Skills: Member of a project team developing application software. Will participate in requirements analysis and design for software applications or sub-components, consisting of coding and maintaining software applications or sub-components from specifications; follows established software development processes and creates requirements documentation, design documentation, and test plans; tests applications and creates necessary documentation. BS in Computer Science or related discipline plus 7 years of experience; or an MS in Computer Science or related discipline plus 5 years of experience; or a PhD in Computer Science or related discipline plus 3 years of experience.

Title: Software Engineer IV
Minimum Year Experience: 10 Years
Minimum Education: Bachelor
Responsibilities / Skills: Member of a project team developing application software. Will participate in requirements analysis and design for software applications or sub-components, consisting of coding and maintaining software applications or sub-components from specifications; follows established software development processes and creates requirements documentation, design documentation, and test plans; tests applications and creates necessary documentation. Education: BS in Computer Science or related discipline plus 10 years of experience; or an MS in Computer Science or related discipline plus 8 years of experience; or a PhD in Computer Science or related discipline plus 6 years of experience

Title: Software Engineer V
Minimum Year Experience: 15 Years
Minimum Education: Bachelor

Responsibilities / Skills: Member of a project team developing application software. Will participate in the requirements analysis and design for software applications or sub-components. Code or maintain software applications or sub-components from specifications. Follow established software development process. Create appropriate process artifacts including: requirements documentation, design documentation, and test plans. Test applications as identified in the development methodology, and create necessary documentation. BS in Computer Science or related discipline plus 15 years of experience or an MS in Computer Science or related discipline plus 13 years of experience or a PhD in Computer Science or related discipline plus 11 years of experience.

Title: Technical Product Manager I
Minimum Experience: 1 year
Minimum Education: Bachelor’s degree

Responsibilities / Skills: Experience in technical software product development in one or more of the following IT domains: web and mobile platforms, geospatial solutions, cybersecurity, machine learning, computer vision, artificial intelligence, 3D simulation, virtual/augmented reality, and/or natural language processing. Collaborate with cross-functional teams to ensure success in the software product development lifecycle including analysis, design, testing, and market release. Contribute to new software product concepts, designs, and/or enhancements to existing product designs that reflect market and user requirements. Work with the business development team to identify new opportunities from existing customers and products. Develop software requirements documents, functional specifications, and mock-ups to illustrate new software product ideas and concepts. Participate in research activities to develop a firm understanding of customer needs, new technologies, market trends, and competitor advantages/disadvantages.

Title: Technical Product Manager II
Minimum Experience: 5 years
Minimum Education: Bachelor’s degree

Responsibilities / Skills: Experience in technical software product development in one or more of the following IT domains: web and mobile platforms, geospatial solutions, cybersecurity, machine learning, computer vision, artificial intelligence, 3D simulation, virtual/augmented reality, and/or natural language processing. Collaborate to develop new software product concepts, designs, and/or enhancements to existing software product design that reflect market and user requirements. Conduct research and develop a solid understanding of customer needs, new technologies, and market trends. Work with the business development team to identify new opportunities from existing customers and software products. Develop software requirements documents, functional specifications, and mock-ups to clearly illustrate software product ideas and concepts. Create and contribute to business plans for software products. Strong knowledge in all phases of the software product development lifecycle, including analysis, design, testing, and integration of software products as well as the introduction of products to the market. Able to work within cross-functional teams to translate customer needs and technology directions into product definitions.
Title: Technical Product Manager III
Minimum Experience: 8 years
Minimum Education: Bachelor's degree
Responsibilities / Skills: Experience in technical software product development in one or more of the following IT domains: web and mobile platforms, geospatial solutions, cybersecurity, machine learning, computer vision, artificial intelligence, 3D simulation, virtual/augmented reality, and/or natural language processing. Drive the software product planning process within multiple cross-functional teams of an organization. Drive the execution of all product lifecycle processes for software products, including product research, market research, competitive analysis, planning, positioning, roadmap development, requirements development, and product launch. Lead role in the formulation of long-term software product vision and strategy. Can independently develop new software product concepts, designs, and/or enhancements to existing product designs that reflect market and user requirements. Work collaboratively with stakeholders to coordinate and balance competing priorities and constraints to establish an effective and achievable software product roadmap. Analyze consumer needs, current market trends, and potential partnerships from an ROI and build vs. buy perspective. Collaborate closely with engineering, production, marketing, and sales teams on the development, QA, and release of products and balance of resources to help ensure product success.

Title: Technical Project Manager I
Minimum Experience: 1 year
Minimum Education: Bachelor's degree
Responsibilities / Skills: Manage and oversee all aspects of the lifecycle of IT and software development projects of moderate complexity and scope. Lead software engineering teams in successfully achieving all project deliverables and objectives. Oversee the Agile software development process, contributing to technical IT project tasks (architecture, design, coding, testing) as needed and appropriate. Effectively manage scope, cost, schedule, staffing, and subcontractors, effectively managing risks throughout the project. Serve as the primary point of contact for all stakeholders regarding project activities and status reporting. Demonstrate knowledge and effective application of Agile methodologies.

Title: Technical Project Manager II
Minimum Experience: 5 years
Minimum Education: Bachelor's degree
Responsibilities / Skills: Manage and oversee all aspects of the lifecycle of IT and software development projects of complex projects. Lead software engineering teams in successfully achieving all project deliverables and objectives. Oversee the Agile software development process, contributing to technical IT project tasks (architecture, design, coding, testing) as needed and appropriate. Identify solutions for managing scope, cost, schedule, staffing, and subcontractors. Proactively address risks and communicate assumptions throughout the project. Serve as the primary point of contact for all stakeholders regarding project activities and status reporting. Demonstrate knowledge and effective application of Agile methodologies.

Title: Technical Project Manager III
Minimum Experience: 8 years
Minimum Education: Bachelor's degree
Responsibilities / Skills: Manage and oversee all aspects of the lifecycle of IT and software development projects of highly complex projects. Capable of effectively managing multiple concurrent projects and teams. Lead software engineering teams in successfully achieving all project deliverables and objectives. Oversee the Agile software development process, contributing to technical IT project tasks (architecture, design, coding, testing) as needed and appropriate. Identify solutions for managing scope, cost, schedule, staffing, and subcontractors. Proactively address risks and communicate assumptions throughout the project. Serve as the primary point of contact for all stakeholders regarding project activities and status reporting. Extensive knowledge and experience in the effective application of Agile methodologies.
Title: UI/UX Engineer I

Minimum Experience: 1 year
Minimum Education: Bachelor’s degree

Responsibilities / Skills: Contribute to the design and development of user experiences, interface mockups, and wireframes that effectively address functional requirements of software systems. Employ modern front-end web technologies (HTML, CSS, etc.) to develop user interfaces. Conduct user interviews and observations. Assist with documenting user stories, functional flows, and style guides. Participate in formulating and conducting usability testing events as well as analyzing results. Employ modern industry best practices, technologies, and wireframing software for digital interface design and production.

Title: UI/UX Engineer II

Minimum Experience: 5 years
Minimum Education: Bachelor’s degree

Responsibilities / Skills: Responsible for design and development of user experiences, interface mockups, and wireframes for software systems of moderate complexity. Employ modern front-end web technologies (HTML, CSS, etc.) to develop user interfaces for complex systems. Organize and conduct user interviews and observations as well as requirements analysis. Document detailed user stories and functional flows as well as style guides. Formulate and conduct usability testing events as well as analysis of results. Employ modern industry best practices, technologies, and wireframing software for digital interface design and production.

Title: UI/UX Engineer III

Minimum Experience: 8 years
Minimum Education: Bachelor’s degree

Responsibilities / Skills: Responsible for leading design and development of user experiences, interface mockups, and wireframes for highly complex software systems. Employ modern front-end web technologies (HTML, CSS, etc.) to develop user interfaces for highly complex systems. Organize and conduct user interviews and observations as well as requirements analysis. Document detailed user stories and functional flows as well as style guides. Formulate and oversee usability testing events as well as analysis of results. Employ modern industry best practices, technologies, and wireframing software for digital interface design and production.

Title: Web Graphic Designer I

Minimum Experience: 1 year
Minimum Education: Bachelor’s degree

Responsibilities / Skills: Execute design solutions for websites, web applications, and software systems. Ensure that layout and design are aligned with production standards and follow best practices for software projects and modern web interfaces. Capable of following creative direction and coordinating with other designers to realize finished work from conceptual materials. Ability to coordinate with front-end engineers and be an effective member of an Agile development team. Experience using a variety of design and editing tools and software. Knowledge of color, composition, typography, digital design, and production management. Follow design strategies and creative direction to produce graphical content for websites, web applications, and software projects with limited oversight.
Title: Web Graphic Designer II
Minimum Experience: 5 years
Minimum Education: Bachelor’s degree
Responsibilities / Skills: Create and execute design solutions for websites, web applications, and software systems. Ensure that layout and design are aligned with production standards and follow best practices for software projects and modern web interfaces. Coordinate with customers and stakeholders to conceptualize and deliver solutions on time and within budget. Ability to coordinate with front-end engineers and be an effective member of an Agile development team. Experience using a variety of design and editing tools and software. Knowledge of color, composition, typography, digital design, and production management. Capable of executing design strategies and creative direction to produce graphical content for websites, web applications, and software projects.

Title: Web Graphic Designer III
Minimum Experience: 8 years
Minimum Education: Bachelor’s degree
Responsibilities / Skills: Provide creative direction and produce design solutions for websites, web applications, and software systems. Establish and contribute to production standards and processes for design teams, following best practices for software projects and modern web interfaces. Coordinate with customers and stakeholders to conceptualize and deliver solutions on time and within budget. Ability to coordinate with front-end engineers and be an effective key member of an Agile development team. Experience using a variety of design and editing tools and software. Mastery of color, composition, typography, digital design, and production management. Capable of independently creating and executing design strategies to produce graphical content for websites, web applications, and software projects.

Education / Experience Substitution Equivalencies
Experience exceeding the minimum shown may be substituted for education. Likewise, education exceeding the minimum shown may be substituted for experience.

<table>
<thead>
<tr>
<th>Degree Requirement</th>
<th>Equivalent Experience Substitution</th>
</tr>
</thead>
<tbody>
<tr>
<td>Certifications</td>
<td>Three (3) certifications in a specialty are equivalent to 1 year experience</td>
</tr>
<tr>
<td>Associate’s (A)</td>
<td>High School plus two (2) years additional experience</td>
</tr>
<tr>
<td>Bachelor’s (B)</td>
<td>High School plus four (4) years additional experience or Associate’s Degree plus two (2) years additional related experience</td>
</tr>
<tr>
<td>Master’s (M)</td>
<td>Bachelor’s Degree plus two (2) years additional experience or six (6) years additional related experience</td>
</tr>
<tr>
<td>Doctorate (PhD)</td>
<td>Bachelor’s Degree plus four (4) years additional experience, Master’s Degree plus two (2) years additional experience, or eight (8) years additional experience</td>
</tr>
</tbody>
</table>

APPENDIX B – GSA AUTHORIZED COMMERCIAL PRICELIST

<table>
<thead>
<tr>
<th>SIN(s) Proposed</th>
<th>SERVICE PROPOSED (e.g., Job Title/Task)</th>
<th>MINIMUM EDUCATION / CERTIFICATION LEVEL</th>
<th>MINIMUM YEARS OF EXPERIENCE</th>
<th>UNIT OF ISSUE (e.g. Hour, Task, Sq. ft)</th>
<th>PRICE OFFERED TO GSA (including IFF)</th>
<th>QUANTITY/VOLUME DISCOUNT</th>
</tr>
</thead>
<tbody>
<tr>
<td>54151S</td>
<td>Data Engineer I</td>
<td>Bachelor</td>
<td>1</td>
<td>Hour</td>
<td>$98.23</td>
<td>None</td>
</tr>
<tr>
<td>54151S</td>
<td>Data Engineer II</td>
<td>Bachelor</td>
<td>5</td>
<td>Hour</td>
<td>$129.67</td>
<td>None</td>
</tr>
<tr>
<td>54151S</td>
<td>Data Engineer III</td>
<td>Bachelor</td>
<td>8</td>
<td>Hour</td>
<td>$165.03</td>
<td>None</td>
</tr>
<tr>
<td>Code</td>
<td>Position</td>
<td>Degree</td>
<td>Experience</td>
<td>Hour</td>
<td>Rate</td>
<td>Notes</td>
</tr>
<tr>
<td>---------</td>
<td>------------------------------------</td>
<td>--------</td>
<td>------------</td>
<td>------</td>
<td>---------</td>
<td>-------</td>
</tr>
<tr>
<td>54151S</td>
<td>Data Scientist I</td>
<td>Bachelor</td>
<td>1</td>
<td>Hour</td>
<td>$110.02</td>
<td>None</td>
</tr>
<tr>
<td>54151S</td>
<td>Data Scientist II</td>
<td>Bachelor</td>
<td>5</td>
<td>Hour</td>
<td>$145.38</td>
<td>None</td>
</tr>
<tr>
<td>54151S</td>
<td>Data Scientist III</td>
<td>Bachelor</td>
<td>8</td>
<td>Hour</td>
<td>$188.60</td>
<td>None</td>
</tr>
<tr>
<td>54151S</td>
<td>DevOps Engineer I</td>
<td>Bachelor</td>
<td>1</td>
<td>Hour</td>
<td>$110.02</td>
<td>None</td>
</tr>
<tr>
<td>54151S</td>
<td>DevOps Engineer II</td>
<td>Bachelor</td>
<td>5</td>
<td>Hour</td>
<td>$141.45</td>
<td>None</td>
</tr>
<tr>
<td>54151S</td>
<td>DevOps Engineer III</td>
<td>Bachelor</td>
<td>8</td>
<td>Hour</td>
<td>$176.82</td>
<td>None</td>
</tr>
<tr>
<td>54151S</td>
<td>Frontend Engineer I</td>
<td>Bachelor</td>
<td>1</td>
<td>Hour</td>
<td>$94.30</td>
<td>None</td>
</tr>
<tr>
<td>54151S</td>
<td>Frontend Engineer II</td>
<td>Bachelor</td>
<td>5</td>
<td>Hour</td>
<td>$133.59</td>
<td>None</td>
</tr>
<tr>
<td>54151S</td>
<td>Frontend Engineer III</td>
<td>Bachelor</td>
<td>8</td>
<td>Hour</td>
<td>$172.89</td>
<td>None</td>
</tr>
<tr>
<td>54151S</td>
<td>GIS Software Consultant I</td>
<td>Bachelor</td>
<td>3</td>
<td>Hour</td>
<td>$153.24</td>
<td>None</td>
</tr>
<tr>
<td>54151S</td>
<td>GIS Software Consultant II</td>
<td>Bachelor</td>
<td>5</td>
<td>Hour</td>
<td>$191.75</td>
<td>None</td>
</tr>
<tr>
<td>54151S</td>
<td>GIS Software Consultant III</td>
<td>Bachelor</td>
<td>8</td>
<td>Hour</td>
<td>$231.75</td>
<td>None</td>
</tr>
<tr>
<td>54151S</td>
<td>Software Engineer I</td>
<td>Bachelor</td>
<td>3</td>
<td>Hour</td>
<td>$92.73</td>
<td>None</td>
</tr>
<tr>
<td>54151S</td>
<td>Software Engineer II</td>
<td>Bachelor</td>
<td>4</td>
<td>Hour</td>
<td>$112.38</td>
<td>None</td>
</tr>
<tr>
<td>54151S</td>
<td>Software Engineer III</td>
<td>Bachelor</td>
<td>7</td>
<td>Hour</td>
<td>$132.81</td>
<td>None</td>
</tr>
<tr>
<td>54151S</td>
<td>Software Engineer IV</td>
<td>Bachelor</td>
<td>10</td>
<td>Hour</td>
<td>$153.24</td>
<td>None</td>
</tr>
<tr>
<td>54151S</td>
<td>Software Engineer V</td>
<td>Bachelor</td>
<td>15</td>
<td>Hour</td>
<td>$172.89</td>
<td>None</td>
</tr>
<tr>
<td>54151S</td>
<td>Technical Product Manager I</td>
<td>Bachelor</td>
<td>1</td>
<td>Hour</td>
<td>$110.02</td>
<td>None</td>
</tr>
<tr>
<td>54151S</td>
<td>Technical Product Manager II</td>
<td>Bachelor</td>
<td>5</td>
<td>Hour</td>
<td>$141.45</td>
<td>None</td>
</tr>
<tr>
<td>54151S</td>
<td>Technical Product Manager III</td>
<td>Bachelor</td>
<td>8</td>
<td>Hour</td>
<td>$176.82</td>
<td>None</td>
</tr>
<tr>
<td>54151S</td>
<td>Technical Project Manager I</td>
<td>Bachelor</td>
<td>1</td>
<td>Hour</td>
<td>$110.02</td>
<td>None</td>
</tr>
<tr>
<td>54151S</td>
<td>Technical Project Manager II</td>
<td>Bachelor</td>
<td>5</td>
<td>Hour</td>
<td>$141.45</td>
<td>None</td>
</tr>
<tr>
<td>54151S</td>
<td>Technical Project Manager III</td>
<td>Bachelor</td>
<td>8</td>
<td>Hour</td>
<td>$176.82</td>
<td>None</td>
</tr>
<tr>
<td>54151S</td>
<td>UI/UX Engineer I</td>
<td>Bachelor</td>
<td>1</td>
<td>Hour</td>
<td>$88.80</td>
<td>None</td>
</tr>
<tr>
<td>54151S</td>
<td>UI/UX Engineer II</td>
<td>Bachelor</td>
<td>5</td>
<td>Hour</td>
<td>$126.52</td>
<td>None</td>
</tr>
<tr>
<td>54151S</td>
<td>UI/UX Engineer III</td>
<td>Bachelor</td>
<td>8</td>
<td>Hour</td>
<td>$164.24</td>
<td>None</td>
</tr>
<tr>
<td>54151S</td>
<td>Web Graphic Designer I</td>
<td>Bachelor</td>
<td>1</td>
<td>Hour</td>
<td>$78.59</td>
<td>None</td>
</tr>
<tr>
<td>54151S</td>
<td>Web Graphic Designer II</td>
<td>Bachelor</td>
<td>5</td>
<td>Hour</td>
<td>$113.16</td>
<td>None</td>
</tr>
<tr>
<td>54151S</td>
<td>Web Graphic Designer III</td>
<td>Bachelor</td>
<td>8</td>
<td>Hour</td>
<td>$147.74</td>
<td>None</td>
</tr>
</tbody>
</table>

TERMS AND CONDITIONS APPLICABLE TO INFORMATION TECHNOLOGY (IT)
PROFESSIONAL SERVICES (SPECIAL ITEM NUMBER 54151S) AND IDENTITY ACCESS MANAGEMENT PROFESSIONAL SERVICES (SPECIAL ITEM NUMBER 541519ICAM)

**The phrase, “Information Technology (IT) Professional Services/Identity Access Management (IAM) Professional Services” in the following paragraphs may need to be revised in order to be consistent with the Offeror’s proposal; e.g., if only IT Professional Services are offered, all references to IAM Services should be deleted.**

****NOTE: All non-professional labor categories must be incidental to, and used solely to support professional services, and cannot be purchased separately. Further, non-professional labor categories shall be offered under ANCILLARY only.****

1. **SCOPE**
   a. The prices, terms and conditions stated under Special Item Number 54151S Information Technology Professional Services apply exclusively to IT/IAM Professional Services within the scope of this Information Technology Schedule.

   b. The Contractor shall provide services at the Contractor’s facility and/or at the ordering activity location, as agreed to by the Contractor and the ordering activity.

   a. Performance incentives may be agreed upon between the Contractor and the ordering activity on individual fixed price orders or Blanket Purchase Agreements under this contract.

   b. The ordering activity must establish a maximum performance incentive price for these services and/or total solutions on individual orders or Blanket Purchase Agreements.

   c. Incentives should be designed to relate results achieved by the contractor to specified targets. To the maximum extent practicable, ordering activities shall consider establishing incentives where performance is critical to the ordering activity’s mission and incentives are likely to motivate the contractor. Incentives shall be based on objectively measurable tasks.

3. **ORDER**
   a. Agencies may use written orders, EDI orders, blanket purchase agreements, individual purchase orders, or task orders for ordering services under this contract. Blanket Purchase Agreements shall not extend beyond the end of the contract period; all services and delivery shall be made and the contract terms and conditions shall continue in effect until the completion of the order. Orders for tasks which extend beyond the fiscal year for which funds are available shall include FAR 52.232-19 (Deviation – May 2003) Availability of Funds for the Next Fiscal Year. The purchase order shall specify the availability of funds and the period for which funds are available.

   b. All task orders are subject to the terms and conditions of the contract. In the event of conflict between a task order and the contract, the contract will take precedence.

4. **PERFORMANCE OF SERVICES**
   a. The Contractor shall commence performance of services on the date agreed to by the Contractor and the ordering activity.

   b. The Contractor agrees to render services only during normal working hours, unless otherwise agreed to by the Contractor and the ordering activity.
c. The ordering activity should include the criteria for satisfactory completion for each task in the Statement of Work or Delivery Order. Services shall be completed in a good and workmanlike manner.

d. Any Contractor travel required in the performance of IT/IAM Services must comply with the Federal Travel Regulation or Joint Travel Regulations, as applicable, in effect on the date(s) the travel is performed. Established Federal Government per diem rates will apply to all Contractor travel. Contractors cannot use GSA city pair contracts.

5. STOP-WORK ORDER (FAR 52.242-15) (AUG 1989)

a. The Contracting Officer may, at any time, by written order to the Contractor, require the Contractor to stop all, or any part, of the work called for by this contract for a period of 90 days after the order is delivered to the Contractor, and for any further period to which the parties may agree. The order shall be specifically identified as a stop-work order issued under this clause. Upon receipt of the order, the Contractor shall immediately comply with its terms and take all reasonable steps to minimize the incurrence of costs allocable to the work covered by the order during the period of work stoppage. Within a period of 90 days after a stop-work is delivered to the Contractor, or within any extension of that period to which the parties shall have agreed, the Contracting Officer shall either-

(1) Cancel the stop-work order; or

(2) Terminate the work covered by the order as provided in the Default, or the Termination for Convenience of the Government, clause of this contract.

b. If a stop-work order issued under this clause is canceled or the period of the order or any extension thereof expires, the Contractor shall resume work. The Contracting Officer shall make an equitable adjustment in the delivery schedule or contract price, or both, and the contract shall be modified, in writing, accordingly, if-

(1) The stop-work order results in an increase in the time required for, or in the Contractor's cost properly allocable to, the performance of any part of this contract; and

(2) The Contractor asserts its right to the adjustment within 30 days after the end of the period of work stoppage; provided, that, if the Contracting Officer decides the facts justify the action, the Contracting Officer may receive and act upon the claim submitted at any time before final payment under this contract.

c. If a stop-work order is not canceled and the work covered by the order is terminated for the convenience of the Government, the Contracting Officer shall allow reasonable costs resulting from the stop-work order in arriving at the termination settlement.

d. If a stop-work order is not canceled and the work covered by the order is terminated for default, the Contracting Officer shall allow, by equitable adjustment or otherwise, reasonable costs resulting from the stop-work order.

6. INSPECTION OF SERVICES

7. **RESPONSIBILITIES OF THE CONTRACTOR**
   The Contractor shall comply with all laws, ordinances, and regulations (Federal, State, City, or otherwise) covering work of this character. If the end product of a task order is software, then FAR 52.227-14 (Dec 2007) Rights in Data – General, may apply.

8. **RESPONSIBILITIES OF THE ORDERING ACTIVITY**
   Subject to security regulations, the ordering activity shall permit Contractor access to all facilities necessary to perform the requisite IT/IAM Professional Services.

9. **INDEPENDENT CONTRACTOR**
   All IT/IAM Professional Services performed by the Contractor under the terms of this contract shall be as an independent Contractor, and not as an agent or employee of the ordering activity.

10. **ORGANIZATIONAL CONFLICTS OF INTEREST**
    a. Definitions.
       “Contractor” means the person, firm, unincorporated association, joint venture, partnership, or corporation that is a party to this contract.

       “Contractor and its affiliates” and “Contractor or its affiliates” refers to the Contractor, its chief executives, directors, officers, subsidiaries, affiliates, subcontractors at any tier, and consultants and any joint venture involving the Contractor, any entity into or with which the Contractor subsequently merges or affiliates, or any other successor or assignee of the Contractor.

       An “Organizational conflict of interest” exists when the nature of the work to be performed under a proposed ordering activity contract, without some restriction on ordering activities by the Contractor and its affiliates, may either (i) result in an unfair competitive advantage to the Contractor or its affiliates or (ii) impair the Contractor’s or its affiliates’ objectivity in performing contract work.

    b. To avoid an organizational or financial conflict of interest and to avoid prejudicing the best interests of the ordering activity, ordering activities may place restrictions on the Contractors, its affiliates, chief executives, directors, subsidiaries and subcontractors at any tier when placing orders against schedule contracts. Such restrictions shall be consistent with FAR 9.505 and shall be designed to avoid, neutralize, or mitigate organizational conflicts of interest that might otherwise exist in situations related to individual orders placed against the schedule contract. Examples of situations, which may require restrictions, are provided at FAR 9.508.

11. **INVOICES**
    The Contractor, upon completion of the work ordered, shall submit invoices for IT/IAM Professional services. Progress payments may be authorized by the ordering activity on individual orders if appropriate. Progress payments shall be based upon completion of defined milestones or interim products. Invoices shall be submitted monthly for recurring services performed during the preceding month.

12. **PAYMENTS**
    For firm-fixed price orders the ordering activity shall pay the Contractor, upon submission of proper invoices or vouchers, the prices stipulated in this contract for service rendered and accepted. Progress payments shall be made only when authorized by the order. For time-and-materials orders, the Payments under Time-and-Materials and Labor-Hour Contracts at FAR 52.212-4 (MAR 2009)

a. The Government contemplates award of a Time-and-Materials or Labor-Hour type of contract resulting from this solicitation.

b. The offeror must specify fixed hourly rates in its offer that include wages, overhead, general and administrative expenses, and profit. The offeror must specify whether the fixed hourly rate for each labor category applies to labor performed by—
   (1) The offeror;
   (2) Subcontractors; and/or
   (3) Divisions, subsidiaries, or affiliates of the offeror under a common control.

13. RESUMES
Resumes shall be provided to the GSA Contracting Officer or the user ordering activity upon request.

14. INCIDENTAL SUPPORT COSTS
Incidental support costs are available outside the scope of this contract. The costs will be negotiated separately with the ordering activity in accordance with the guidelines set forth in the FAR.

15. APPROVAL OF SUBCONTRACTS
The ordering activity may require that the Contractor receive, from the ordering activity's Contracting Officer, written consent before placing any subcontract for furnishing any of the work called for in a task order.

16. DESCRIPTION OF IT/IAM PROFESSIONAL SERVICES AND PRICING

a. The Contractor shall provide a description of each type of IT/IAM Service offered under Special Item Numbers 54151S IT/IAM Professional Services should be presented in the same manner as the Contractor sells to its commercial and other ordering activity customers. If the Contractor is proposing hourly rates, a description of all corresponding commercial job titles (labor categories) for those individuals who will perform the service should be provided.

b. Pricing for all IT/IAM Professional Services shall be in accordance with the Contractor’s customary commercial practices; e.g., hourly rates, monthly rates, term rates, and/or fixed prices, minimum general experience and minimum education.

c. The following is an example of the manner in which the description of a commercial job title should be presented:

EXAMPLE: Commercial Job Title: System Engineer
Minimum/General Experience: Three (3) years of technical experience which applies to systems analysis and design techniques for complex computer systems. Requires competence in all phases of systems analysis techniques, concepts and methods; also requires knowledge of available hardware, system software, input/output devices, structure and management practices.
Functional Responsibility: Guides users in formulating requirements, advises alternative approaches, conducts feasibility studies.

Minimum Education: Bachelor’s Degree in Computer Science