

Web developer (fresher)

Company: [Company name]

Location: [Location] | Work mode: [Work mode]

Employment type: Full-time | CTC: [CTC for the full-time role]

Joining: [Joining date] | Apply by: [Apply by]

About [Company name]

[About your company]

About the role

[Company name] is hiring a fresher web developer to join the [Team] team. You will build and maintain web pages, turning designs into layouts that work on phones, tablets and desktops. You will fix bugs, update content and add small features, with a senior developer reviewing your work. You will do well here if you care how a page looks, how fast it loads and how it behaves in a browser, and you have real pages to show.

What you will do

- Convert Figma or image designs into semantic HTML and CSS pages that match spacing, fonts and alignment on phone, tablet and desktop screens
- Add behaviour with JavaScript, such as menus, tabs, sliders, form checks and content loaded from an API
- Test pages in the main browsers and on real phones, and fix layout and compatibility bugs
- Build reusable [components in the team's front-end framework / page templates in the team's CMS], following existing patterns and a senior developer's review
- Speed up slow pages by compressing images, loading them lazily and removing unused code, and check the result with browser tools such as Lighthouse
- Apply technical SEO as briefed by the marketing team: page titles, meta descriptions, heading order, image alt text and clean links
- Connect forms to email or a back-end endpoint and confirm that submissions arrive; add analytics and tag manager snippets when asked
- Fix accessibility issues: keyboard use, form labels, colour contrast and focus order
- Update live sites with content changes, banner swaps and plugin updates, and publish to hosting only after review
- Ask designers early about anything in a design that is unclear or cannot be built

What we are looking for

- HTML5 and CSS3, including Flexbox or Grid and media queries for responsive pages
- JavaScript fundamentals (ES6): working with the DOM, events, fetch and promises
- At least one page or small site you built and can explain, shared through a live link, a repository or a local demonstration
- Use of browser developer tools to inspect layout, styles and network requests
- Awareness of cross-browser differences and a mobile-first way of working
- Git basics
- Attention to visual detail: you compare your page with the design and fix small gaps in spacing and alignment

Good to have

- React, Vue or Angular basics
- WordPress theme or plugin customisation
- Bootstrap or Tailwind CSS
- Basic SEO and accessibility knowledge
- Reading Figma files and exporting assets
- Basic PHP or Node.js for form handling

Who can apply

Any student or graduate with a strong portfolio can do well here. The usual fits are BCA, B.Sc (computer science or IT), B.E./B.Tech and MCA candidates, diploma holders in computer or IT, and learners from web design and development courses.

How to apply

Apply through this job post by [\[Apply by\]](#). Shortlisted candidates will hear from us about the next steps.

Web developer intern

Company: [Company name]

Location: [Location] | Work mode: [Work mode]

Employment type: Internship | Duration: [Internship duration] | Stipend: [Stipend for the internship]

Joining: [Joining date] | Apply by: [Apply by]

About [Company name]

[About your company]

About the role

[Company name] is looking for a web development intern to build and fix real pages with a mentor. You will turn designs into responsive layouts, fix browser bugs, update content on live pages and learn how a site is tested and published. You will practise building and testing pages. Any publication or portfolio use of your work needs approval from [Company name].

What you will do

- Build a landing page from a Figma design and check it on a phone
- Fix layout bugs reported on mobile screens and in older browsers
- Add a contact form with field checks and a clear success message
- Compress images and shorten the load time of one slow page
- Update templates or content in the CMS under review
- Test pages in different browsers and write a short list of the issues you find

What we are looking for

- Studying a computer, IT or design-and-development course, or a recent graduate
- Knows HTML, CSS and basic JavaScript
- Has built at least one page and can share it through a live link or repository, or describe it if the work is private
- Can use the browser's developer tools
- Free for the whole internship period apart from exam dates shared in advance

Who can apply

Any student or graduate with a strong portfolio can do well here. The usual fits are BCA, B.Sc (computer science or IT), B.E./B.Tech and MCA candidates, diploma holders in computer or IT, and learners from web design and development courses.

How to apply

Apply through this job post by [Apply by]. Shortlisted candidates will hear from us about the next steps.

Screening questions to add to your job post

1. **Share a page you built through a live link, a repository or a local demonstration, or describe it if the work is private. What did you do to make it work on a phone?** Look for responsive layout choices and checks at different screen sizes. Accept browser device emulation, real-device testing or both, and ask what the candidate checked.
2. **How would you centre a heading both horizontally and vertically inside a box?** Look for a suitable Flexbox or Grid solution and a short explanation of how it centres content on both axes.
3. **What is the difference between a div and a section or article, and why does it matter?** Tests semantic HTML and awareness of accessibility and search engines.
4. **A page loads slowly on mobile data. What do you check?** Look for image sizes, scripts that block rendering, unused CSS or JavaScript and caching. Candidates who have used Lighthouse or the network tab answer with detail.
5. **What should the page show while a button click waits for a response, and what if the request fails?** Tests handling of loading and error states in JavaScript, which separates working interfaces from demos.
6. **Which CMS or framework have you used, and what did you change yourself in code?** Separates candidates who installed a theme from those who edited templates, styles or components.