

POSITION	iOS Developer
LEVEL	Junior - Mid
SUPERVISOR	Team Lead
DEPARTMENT	Technical Department
CONTRACT LENGTH	3 months
JOB SUMMARY	The iOS Developer will be responsible for the development and maintenance of applications aimed at a range of iOS devices including mobile phones and tablet computers. Primary focus will be development of iOS applications and their integration with back-end services. The iOS Developer will be working alongside other engineers and developers working on different layers of the infrastructure. Therefore, a commitment to collaborative problem solving, sophisticated design, and the creation of quality products is essential.
JOB RESPONSIBILITIES	<ul style="list-style-type: none"> • Design and build applications for the iOS platform • Follow and ensure the performance, quality, and responsiveness of applications • Identify and correct bottlenecks and fix bugs • Help maintain code quality, organization, and automatization • Design and build applications for the iOS platform • Collaborate with cross-functional teams to define, design, and ship new features. • Ensure the performance, quality, and responsiveness of applications • Continuously discover, evaluate, and implement new technologies to maximize development efficiency. • Responsibility and ability to work independently, attention to detail.
EDUCATION	<ul style="list-style-type: none"> • Minimum of a Bachelor’s Degree in Computer Science, Software Engineering, or any relevant field

<p>EXPERIENCE</p>	<ul style="list-style-type: none"> • Minimum of 4 years' experience as a iOS Developer • Experience working in an Agile/Scrum development process • Experience in version control systems such as GIT • Experience with iOS frameworks such as Core Data, Core Animation, etc. • Experience with offline storage, threading, and performance tuning • Experience with performance and memory tuning with tools [such as Instruments
<p>SKILLS, ABILITIES, AND KNOWLEDGE</p>	<ul style="list-style-type: none"> • Ability to use Xcode and program in Swift • Familiar with instruments • Familiar with patterns (MVVM, MVP, VIPER, MVC) • Familiar with Apple Kits • Familiar with Restful APIs and to connect iOS apps to back-end services. • Solid understanding of Apple's design principles and interface guidelines • Knowledge in performance and memory tuning with tools such as Instruments is a plus. • Familiarity with RESTful APIs to connect iOS applications to back-end services • Knowledge of other web technologies and UI/UX standards • Understanding of Apple's design principles and interface guidelines • Knowledge of low-level C-based libraries is preferred • Familiarity with cloud message APIs and push notifications • Proficient understanding of code versioning tools [such as Git, Mercurial or SVN]