

Mobile App Developer (iOS)

Responsibilities

Key Responsibilities in the role:

- Discussing the client's requirements and the proposed solution with colleagues
- Support the entire application lifecycle (concept, design, test, release and support)
- Produce fully functional mobile applications writing clean code
- Gather specific requirements and suggest solutions
- Write unit and UI tests to identify malfunctions
- Troubleshoot and debug to optimize performance
- Design interfaces to improve user experience
- Liaise with Product development team to plan new features
- Ensure new and legacy applications meet quality standards
- Research and suggest new mobile products, applications and protocols
- Stay up-to-date with new technology trends
- Working closely with colleagues to constantly innovate app functionality and design

Qualification and Experience

B.E./MCA/M.E. – Computer Science/IT

- 2 to 7 years experience of developing mobile applications on iOS
- Must have published examples of mobile applications on iTunes and/or the Google App Store
- Must have development experience on both tablets and phones and have a solid understanding of those platforms
- Experience with video playback on mobile devices is a plus

Technical Skills

- Strong object oriented design and UI programming
- In-depth knowledge of at least one programming language like Swift
- Hands on experience working with remote data via REST, JSON, XML
- Experience with third-party libraries and APIs
- Familiarity with OOP design principles
- Excellent analytical skills with a good problem-solving attitude
- Expert knowledge of database modeling and data structure principles, techniques and best practices

Do you have what it takes?

We are looking for people passionate about mobile platforms and translating code into user-friendly apps.

Competencies

- Self-driven and ability to work with minimal direction and in a team to research innovative solutions to challenging business/technical problems.
- Strong debugging and problem-solving skills
- Must be able to perform in a fast-paced interactive development environment
- Self-motivated and ability to work with minimal supervision