

# 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
- Must have development experience on both tablets and phones and have a solid understanding of those platforms
- Drawing
- ARKit

# **Technical Skills**

- Strong object oriented design and UI programming
- In-depth knowledge of 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
- Cross Platform app development is a plus

## 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