



Software Engineer iOS

PARTICULAR REQUIREMENTS ARE:

- iOS app development background
- Understanding and practical usage of MVP, MVVM, and Coordinator patterns
- Experience and deep understanding of iOS concurrency (native and third-party tools): GCD, Operations, Promises
- Experience with Alamofire usage and wrapping
- Experience with developing applications with web sockets connectivity
- Understanding of how map components (Apple Maps/Google Maps) are working (toles displaying, clusterization, routes and POI displaying, map component lifecycle)
- Experience with custom animations implementation and integration
- SwiftUI + Swift version
- Working with Firebase
- Experience in notifications

IT WILL BE A PLUS:

- Experience with Figma, Jira;
- Experience with Firebase.

RESPONSIBILITIES:

- Designing and developing user interfaces using best practices;
- Develop new features from scratch;
- Do effective and precise code reviews;
- Writing unit tests;
- Working independently and in the team to tackle difficult problems and implement timely solutions;
- Communicating effectively within and across teams during design discussions;
- A pragmatic approach to engineering. Remove technical roadblocks by identifying areas of complexity and suggesting architectural improvements that increase performance and lower risk.

We Work Hard And Party Hard, Making This World A Better Place! We Exhibited And Pitched This Year At Tech Crunch Disrupt SF And Going To Rock The World Next Year ;)

We Are Waiting For Your CV If You Want To Join Our Dream Team.

CONTACT US

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