

## FSB Technology - iOS Developer (Objective-C) Job Spec - February 2018

### Job brief

We need a talented and motivated iOS developer to build, test, fix, deliver & maintain mobile apps while managing complex integration with back-end services. You will work alongside other engineers and developers working on different layers of the infrastructure. A commitment to collaborative problem solving, sophisticated design, and the creation of quality products while ensuring their performance and fitness for purpose is essential.

### Responsibilities

- Design and build advanced 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.
- Unit-test code for robustness, including edge cases, usability, and general reliability.
- Work on bug fixing and improving application performance.
- Call attention to potential issues & risks early so any impact can be managed.
- Continuously discover, evaluate, and implement new technologies to maximise development efficiency.
- A conscientious practitioner of good practices and long-term thinking such as good design, essential documentation, expressive commenting and occasional refactoring which are vital to maintaining a complex and intricate project.

### Requirements

#### Must Have

- Proven working experience in software development
- Working experience in iOS development
- Understanding of Apple's design principles and interface guidelines
- Have published one or more iOS apps in the app store
- A deep familiarity with Objective-C
- Experience working with iOS frameworks
- Experience with third-party libraries and APIs
- Working knowledge of the general mobile landscape, architectures, trends, and emerging technologies

#### Desirable

- BS/MS degree in Computer Science, Engineering or a related subject
- Familiarity with Swift
- Experience of Gaming Industry