



Digital Foundry – iOS Developer (Native)

Work you'll do

You'll be responsible for the development and maintenance of applications aimed at a range of iOS devices including mobile phones and tablet computers. You'll:

- Design and build applications for the iOS platform.
- Ensure the performance, quality, and responsiveness of applications.
- Collaborate with a team to define, design, and ship new features.
- Identify and correct bottlenecks and fix bugs.
- Help maintain code quality, organization, and automation.
- Continuously discover, evaluate, and implement new technologies to maximise development efficiency across the team.
- Contribute to our internal community of developers by hosting workshops and sharing learning content for developing breadth and depth of knowledge.

Requirements:

- Minimum 3 years of development experience with Swift, and Cocoa Touch.
- Experience with iOS frameworks such as Core Data, Core Animation, etc.
- Familiarity with RESTful APIs to connect iOS applications to back-end services.
- Familiarity with cloud APIs and push notifications.
- 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 a plus.
- Experience with performance and memory tuning tools.
- Familiar with version control and source code tracking tools such as Bitbucket and GitHub.
- Experience working with continuous integration and delivery / devops tools.
- Able to mentor novices, without overly relying on experts.