iOS developer

Job description:
- Implementing user interfaces according to defined requirements and specified design
- Participating in projects from start to finish: from requirements definition to product delivery
- Working with UI/UX designers on defining requirements and the behavior of the applications
- Working with embedded engineers to design communication protocols between mobile devices and bikes
- Working with test team to make the app just perfect
- Constant learning and research

Requirements:
- Experience in building mobile apps using Swift or/and Objective C,
- Excellent knowledge of the OOP,
- Knowledge of basic coding architectures (MVC, MVVM,…),
- Ability of simultaneous working with more projects,
- Good debugging skills and familiarity with debugging tools,
- Knowledge of Cocoapods, Carthage, CoreData, Realm,…
- You have used Git
- You know what FRP is and use RxSwift

Advantage:
- Repository with your proof of knowledge (GitHub, Bitbucket, …)
- Links to your developed apps

What we offer:
- Access to high tech infrastructure,
- Access to variety of industry related books, magazines,
- Possibility for remote work,
- Educations,
- Afterwork beers,
- Four different types of coffee,
- Good sugar snacks on a daily basis,
- New friends or at least drinking buddies :) 

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