FrontEnd-IOS Job Requirements.

Introduction

There are jobs – and then there are careers. The chance to do the kind of work that adds up to something meaningful. The opportunity to challenge yourself and learn new skills. The prospect of being surrounded by smart, ambitious, motivated people, day-in-day-out.
That's the kind of work you can expect at Podeo, the Arab-focused podcast platform dedicated to distributing, managing, and producing podcasts.

Job Description

We are looking for an iOS developer responsible for the development and maintenance of applications aimed at a range of iOS devices. Your primary focus will be developing iOS apps and integrating with back-end services and APIs. You will be working alongside other engineers and developers on different layers of the infrastructure. Therefore, a commitment to collaborative problem solving, sophisticated design, and creating quality products is essential.

Responsibilities
   - 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 automatization
- Time manage tasks as needed

Skills

- Proficient with Swift 4 or above, and Cocoa Touch
- Proficient with Object-Oriented Design Concepts and Implementations
- Experience with iOS frameworks such as Core Data
- Experience with offline storage, threading, and performance tuning
- Familiarity with RESTful APIs to connect iOS applications to back-end services
- Understanding of Apple's design principles and interface guidelines
- Knowledge of low-level C-based libraries is preferred
- Experience with performance and memory tuning and a knack for benchmarking and optimization
- Proficient understanding of code versioning tools such as Git
- Experience using libraries such as Alamofire, Google Maps SDK and Firebase

Experience

- Bachelor's or Master's degree in Computer Engineering, Computer Science, or equivalent

- 0 to 4 years of experience in IOS apps development.