

## **Apple - iOS Engineer**

Listing: <https://jobs.apple.com/en-us/details/200144159/ios-engineer?team=SFTWR>

Information: <https://github.com/cisc3140-S20/companies/blob/master/Apple.pdf>

One of the key qualifications to this position is having strong programming skills, especially in Swift. Thankfully, I've been programming for over 6 years now so hopefully that helps in the strong skills aspect of it. I have also been learning Swift for the past 6 months and attempting to develop personal projects in Swift. Another skill needed is: "Deep experience with iOS SDK include frameworks such as UIKit, Core Data, Core Animation, Core Graphics, AVFoundation, Core Spotlight, and Core Text". I have been building iOS applications, using such frameworks including UIKit, CoreData, AVFoundation, and Core Animation. I am currently interning at MTA as an iOS developer, creating an internal data collection app for them using Swift and other libraries. This experience would be a huge plus to apply to this position. I hope to learn much more during my time in the internship to prepare for positions such as this. Another skill they mention is: "Solid understanding of JSON, REST and other similar web services". I have been doing web development in React for a number of years now so I do have a solid understanding of JSON and REST. However, I am still learning how to apply those principles in Swift and iOS development. One key qualification listed is to "Currently have apps deployed on the iOS App Store". I am actually working towards this milestone by building an iOS application for a project with a few colleagues. I am using it as a huge learning experience, but I hope it can be deployed

as something to help users as well. I hope that with all the experience and learning more on my free time, I can apply to this position and be qualified. I also plan to work on my data structure and algorithm skills for technical interviews.