iOS DEVELOPER

About Us

Cumulonimbus, a Canadian startup, is looking to hire its first employees. We are a small team working out of Toronto, as part of the MaRS JOLT accelerator. We have a passion to create very high accuracy weather models using new sources of data, specifically barometers found in smartphones. We've built PressureNet, our open platform for crowdsourcing weather data using sensors in smartphones.

We're currently in the planning stages of a new consumer-focused weather app using PressureNet's API. That's where you come in!

Relevant links

http://pressurenet.io
https://play.google.com/store/apps/details?id=ca.cumulonimbus.barometernetwork

The Position

We're about to build the best and most innovative iOS weather app: we've built the PressureNet platform on Android and are integrating new weather models to create vastly higher-resolution weather forecasts, custom-tailored for our users. You'll be in charge of creating our open source iOS PressureNet SDK which you'll use to develop our weather apps for iPhones and iPads. You'll write code to collect sensor data, visualize weather patterns, and innovate on how weather forecasts are delivered.

Compensation: Equity TBD. Salary TBD.

Responsibilities

- Building and maintaining our iOS apps in collaboration with a designer
- Maintaining the iOS version of the PressureNet SDK
- Being an active participant in developing the future of the PressureNet platform
- Designing and developing technical solutions to new problems
- Writing clean, readable and stable code with test suites

Qualifications and Skills

- 2+ years experience developing iOS apps
- Experience with UI animation in iOS
- At least 1 app published in the App Store
- Git or similar VCS experience
- Experience with Objective-C, XML, JSON, SQL, HTTPS, SVG

Nice-to-Have Skills

- OpenGL ES
- Android development experience
- Python, HTML, CSS, Javascript

How to Apply

E-mail us at jobs@cumulonimbus.ca
Mention **iOS Developer** in the subject
Attach your resumé and cover letter
Link to your published app(s)