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| Requirements |
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| ProFinder |

Requirements

ProFinder

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1. **Introduction**

Basing on estimated 506 hours of work, chosen architecture, technical stack, 8 hours working day and 25% risk our team can consist of the following specialists:

* 1 Backend developer (Middle+/Senior)
* 1 Android Developer (Middle)
* 1 IOS Developer (Middle)
* 3 Manual Quality Assurance Specialists (Junior+/Middle), one for each platform
* 2 UI/UX Designer(Middle)

Due to agile process and size of developer team, we also should have:

* 1 Project manger

The document describes responsibilities and skills of team members mentioned above.

1. **Backend developer**

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| Responsibilities | Requirements |
| Designing the development strategy for the project, choosing the best suited technologies  Application architecture design  Database design and optimization  Application testing  Analysis and drafting of technical specifications  Design and development of applications  Testing, integration, and production  disciplined with a great sense of time management  focused on quality in your day-to-day job  a good and reliable team player | 3+ years of strong PHP experience  Strong knowledge and practical experience in MySQL  Experience with Zend Framework or any other modern framework like Symfony/Laravel/YII  Experience with automated testing tools  Good communication skills  practical usage of SOLID  UNIX, GIT |

1. **IOS Developer**

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| Responsibilities | Requirements |
| Actively involved in developing top notch applications with a clean and intuitive spirit  Drive and lead agile methodologies within the teams  Work closely with the Product, UX, Designers, other R&D teams and users  Implementing new technologies, exploring uncharted territories  Develop high performing applications in multi-threaded, complex environment | At least 3 years of experience in iOS development  At least 2 years of experience with Swift (3.0 and above)  Experience with ReactiveX  Experience with CoreData  Ability to meet targets and delivery times  Proven architecture and design capabilities — OOP, MVC/MVVM  Upper-intermediate English communication skills (speak, read, write)  Experience in multi-threaded environments  Ability to work well under low supervision. Ability to initiate and progress various activities and tasks both in an independent manner and as part of a group effort  Pixel-perfect, an outstanding ability to turn the vision of a great UX/UI design into a kickass app  Good people skills  Git |

1. **Android Developer**

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| Responsibilities | Requirements |
| Design and build advanced applications for the Android platform  Collaborate with cross-functional teams to define, design, and ship new features  Work with outside data sources and API’s  Work on bug fixing and improving application performance  Continuously discover, evaluate, and implement new technologies | At least 2 years professional experience in Android app development  Strong knowledge of Kotlin  Strong knowledge Android SDK  Proficient in design, data structures, problem-solving  Experience in designing clean and testable code  Experience with most Android components (Activity, Fragment, Service, Content Provider, Broadcast Receiver)  Experience developing custom UI components (nice to add but optional)  Experience working with Room  Experience with Android architecture components: Live Data, Data Binding ect  Git |

1. **QA**

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| Responsibilities | Requirements |
| Review requirements specifications and technical design documents  Create detailed, comprehensive and well-structured test plans and test cases  Estimate, prioritize, plan, and coordinate testing activities  Design, develop and execute automation scripts using open source tools  Identify, record, document thoroughly and track bugs  Perform thorough regression testing when bugs are resolved | Strong knowledge of software testing methods and approaches  WebServices testing (Rest Api)  Experience in creation/support test documentation (Test cases, test suites, checklists, reports)  Understanding of SDLC, Agile methodology, QA processes  TMS: Jira  Tools/technologies: Postman, Git, JSON, HTTP  English: Intermediate  Education in Computer Science |

1. **PM**

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| Responsibilities | Requirements |
| Carry responsibility for the full cycle of project development, from defining estimates to post-release support  Make sure the working process is efficient and development resources are allocated in the best possible way  Gather, elicit, analyze and document client’s requirements  Ensure team’s clear and profound understanding of project requirements i.e. translate business needs to technical software requirements  Analyze solution requirements: define functional/non-functional/integration requirements, oversee technical and business constraints, risks and assumptions  Facilitate communication between the development team and the customer  Participate in creating the Product Vision  Manage cross team dependencies | Advanced English is a MUST (only the candidates with B2+ and above English proficiency level will be considered for this position)  2+ years of project management and/or business analysis experience in IT industry  Ability to effectively gather requirements and compose documentation, e.g. business and technical requirements specification  Experience in using requirements management systems  Solid understanding of Agile methodologies (Scrum, Kanban, Lean, Waterfall and tools such as Jira, Trello)  Ability to handle multiple competing priorities  Analytical thinking, critical approach and excellent communication skills  Outstanding presentation and persuasion skills  Results-oriented approach towards team efficiency management  Experience in QA or development will be a plus |

1. **UI/UX Designer**

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| Responsibilities | Requirements |
| Creating company branding materials  Creation of graphic materials for marketing purposes  Demonstrate creative approach, collection and data analytics in preparation of graphics  The argumentation of the decisions made from the concept to the final design  Coordinate with product manager and other team members  Participate in Scrum ceremonies  Task planning and estimation  Taking ownership of front-end tool chain | 1+ years of experience as UI/UX designer  Experience in Graphic Design  Understanding the methodologies and processes  Understanding of iOS & Android native guidelines  Experience with Adobe CC, Sketch, Invision  Analytical thinking ability  Knowledge of User-centred design principles  Have the desire to learn and improve skills  Preferred: graphic manipulation ability  Understanding of Information Architecture  Experience of building websites to A/AA/AAA accessibility standards and compatible across all com |