
CS38220: Professional Issues in the Computing Industry Job
Application Assignment

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Career goals

My career goals for the next five years are to become an iOS developer; work remotely or have flexible office hours; to be located in or near London (or another big and busy city) and to have worked on an app among the top 100 apps on the AppStore. The most important career goal for me is to become an iOS developer and to be able to work and develop something that people are using on a day-to-day basis.

To reach these goals the ideal start would be to work as an intern or a junior iOS developer, so that I can develop the key skills needed for iOS specifically. However, working as a mobile developer or a software developer would also help me develop the more generic skills needed in the business. This being said, working as a developer in London is also very important to me so that I would have the lifestyle outside of work that I want. This shouldn't prohibit me in any way since London is the centre for iOS development in the UK.

Job advert

The Job advert I have chosen to apply for is a junior iOS developer role at CitizenMe. I chose this job because it's an entry level job and this will get me on the right track to reach my 5-year career goals – most importantly, I will be working as an iOS developer, which is my main career goal.

This is a junior iOS developer role, and this will give me valuable experience to become an established iOS developer. Depending on the work I will be given and if I will be promoted to mid-level iOS developer, I would want to stay with them for 2-5 years and then move on to an agency company so that I would have the option of working on different apps and not just maintaining the same app. This will help me reach my goal of working on an app that will reach top 100 at the Appstore.

Junior iOS Developer

<https://www.linkedin.com/jobs/view/2469663251>

CitizenMe - London, England, United Kingdom

Company Overview

Our purpose is to empower humanity with data for a sustainable digital future: A sustainable personal data economy that empowers all Digital Citizens, and provides organisations that want to delight them with the knowledge they require to do so.

Personal data has meaning and value to everyone, but there is an absence of digital tools currently available to help people realise its value. CitizenMe is fixing that.

Through our app, CitizenMe empowers people with their personal data gathered from around the internet and helps them gain value from it. Currently the app uses machine learning to give people personal insights (e.g. psychographic profiles from social media data), and allows them to exchange these & other data anonymously with brands in return for cash for insights & innovation purposes. We're just getting started, though, and have big plans for 2021.

The Role

To deliver this vision, CitizenMe is seeking a junior iOS developer in **Istanbul** to work as part of our skilled and multi-disciplined team.

Responsibilities

- Develop and maintain our mobile application,
- Optimizing the performance of our application,
- To contribute to the development of solutions together with the team against general technological problems encountered as part of the Engineering team
- Follow the software development lifecycle and software development practices of the company
- Rich software development cycle including distributed version control, automated build and automated code analysis systems and code reviews

Qualifications & Competencies

- 1+ year(s) of iOS Application development, capable to design, develop and test iOS application
- Knowledge of , Objective-C, Swift
- Technical capability and ability to understand application architecture and best-practices for iOS development
- Experience with third-party libraries and REST APIs (e.g. Alamofire),
- Knowledge of app submission process
- Actively using VCSs (Github, Bitbucket etc.), protocol structures
- Preferably knowledge of MVVM design patterns and CI / CD process
- Knowledge of Apple's human interface guidelines and principles
- Good knowledge of technical English is essential

- Organizational, planning, and analytical skills
- Great at problem solving and exceptional people management skills
- Familiarity with Java/Kotlin
- Fluent verbal and written English communication skills
- Experience in agile/scrum methodology

Job criteria & What I meet/miss

- 1+ year(s) of iOS Application development, capable to design, develop and test iOS application, Knowledge of app submission process
I have been developing iOS apps since beginning of 2020. I have developed and maintained reCalculate and reHydrate – both found on the [AppStore](#). I have also helped design and test UniFess Ltd; and I have also helped translate and test multiple other apps.
- Knowledge of , Objective-C, Swift
Because of my experience developing apps for iOS, I have good knowledge of Swift, but I don't have much experience with Objective-C.
- Technical capability and ability to understand application architecture and best-practices for iOS development
I have tried to use Apples best practices when developing my apps, and I'm currently trying to implement a MVVM architecture for my apps.
- Experience with third-party libraries and REST APIs (e.g. Alamofire),
I have used a few third-party libraries in my development, and I have been using coco pods to install these. However, I haven't used REST APIs.
- Actively using VCSs (Github, Bitbucket etc.), protocol structures
I have been using GitHub for all of my projects and I have been trying to use Gits best-practises. My projects are available at [GitHub](#).
- Organizational, planning, and analytical skills, Great at problem solving and exceptional people management skills
During my industrial year, I was trusted to be an assistant team-leader. When my team-leader was not present at work, I had to communicate with ASUS headquarters and maintain the staff on my team. I was also in charge of our onsite service, where I need to help the technician fix any problems they came across.
- Familiarity with Java/Kotlin
I'm experienced with Java and Kotlin as I have developed two mobile apps – one in each language.

Interview questions from the company

Q: Why did you start with iOS development?

Once COVID-19 spread in the Spring of 2020 and Europe went into lockdown, my industrial placement contract was coming to an end and I was looking to get an extension as a team leader. Due to the virus and the new pressures facing the company, I wasn't granted the extension and my contract ended. Around the same week, I became sick with the virus myself. Once I recovered and was looking at months of free time before returning to university, I decided to look into iOS development. I started looking at YouTube videos and reading books on Swift to get an understanding of it and found that I really enjoyed the language and the way it worked. I love problem solving and really thrive on new challenges, so I decided to use this to motivate my own developments. My first app was reCalculate which is a simple unit converter - I made this since I struggle with the imperial units and need a quick and easy way of understanding it. I then decided to create reHydrate, as my girlfriend and I had been struggling to find a water tracking app that didn't include ads/payments and fit the requirements we had. This is my most popular app, and through this I've managed to collaborate with other developers on their apps and my own. I helped localise Structured into Norwegian, and in return the developer localised reHydrate into German.

Q: Can you give me an example of a situation you were in where your team wasn't meeting deadlines, and what you did to combat this?

At InfoCare, my industrial placement, there was a deadline for each unit to only be in the workshop for 3 days where it was actively being worked on. We needed to set up a system which would ensure every laptop spent as little time as possible in each stage of the process, so that we could meet each deadline. I designed and established this system for my team, through setting up the diagnostic schedule for each team member, making sure they were prioritized for the models they were the most knowledgeable about. Each technician on my team was given their own model of the laptop they were working on, so they could learn the most common issues with the device and how to solve them. Through this, my team managed to meet all deadlines that were not affected by external issues that were out of our control.

Interview questions to the company

Q: How did you and your company handle the restrictions of Covid-19?

I feel that this is a good question to ask, as it shows how the company cares for its employees. The pandemic has thrown office working into a new era, where home-based is the norm and office culture has changed dramatically. Through asking this question, the company has an opportunity to demonstrate what measures they took to ensure their employees were safe, and what measures they are taking to help get people back into the office.

Q: What extracurricular activities does the company offer? Volunteering? Charity events?

This question shows how the company is dedicated to giving a more rounded life experience that isn't just about the work. Work-life balance is an important factor and is becoming increasingly important due to the pandemic situation. Through providing extracurricular activities, the company can show that they care about the mental health of their employees and are dedicated to helping their wider community.