

iOS Team – Interview Prep Guide

Speechify iOS engineering is responsible for maintaining and growing [Speechify's Text to Speech Reader App](#), the most used text-to-speech app and the #18 productivity app in the App Store – as of February 2025.

To maintain our market leadership and continue innovating, we're hiring ambitious, highly technical, and product-driven engineers who thrive in a fast-paced startup environment, embrace ownership, and excel under extreme urgency.

Interview Process Overview

The process includes 3 technical and 1 behavioral round. All technical rounds include coding in Swift. They are tailored to address the skills required for your job at Speechify. The first round checks for your SwiftUI knowledge as we're predominantly using it across our codebase. The second round checks your ability to dive deeper into an existing codebase and spot performance issues. The third round covers your ability to execute a complex project end-to-end independently.

Make sure your environment is ready before every technical interview:

- macOS Monterey 12.0 or later
- Xcode 13.2 or later
- Swift 5.0 or later
- iOS Simulator/Device 15.2 or later
- Confirm that Xcode's predictive code completion is disabled:
(Xcode → Settings → Text Editing → Editing → **uncheck "Predictive code completion"**)

Recruiting Screen (Optional)

During this round, you'll meet a member of the recruiting or leadership team who will introduce you to the company and the role. **You can always request to talk to a member of the engineering team** – in case you want to learn more about the engineering culture and practices.

In some cases, the recruiting screen will be skipped and you'll directly be scheduled for the SwiftUI Test.



SwiftUI Test

Time duration: 1h

Late submissions are encouraged, however, points may be deducted during the review.

During the interview, you'll be given a private Github repo including a sample project and README with instructions. You'll need to clone the repo and work on your machine. You must make sure all your changes are committed while you work on the assignment.

You'll be performing the interview on your own or with one of our engineers. Keep in mind that the engineer on the call IS NOT part of the iOS team, so they won't be able to answer clarifying questions.

What do we look for?

- Solid understanding of key concepts when building UI flows in SwiftUI
- Quick and smooth completion of the assignment

How to prepare?

- Fundamental SwiftUI concepts
- Carefully read all instructions when you're given the assignment

Debugging Challenge

Time duration: 1.30h

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You'll be performing the interview on your own or with one of our engineers. Keep in mind that the engineer on the call IS NOT part of the iOS team, so they won't be able to answer clarifying questions.

What do we look for?

- Your success will be measured by your systematic approach to debugging, understanding of iOS development concepts, and ability to implement effective solutions while working within the provided constraints
- Full completion of all tasks presented
- Writing clean, maintainable, and well-documented code

How to prepare?

- Brush up on Swift and SwiftUI official documentation

System Design - DSA and UI Flow Walkthrough

Time duration: 1.30h

During this interview, you'll meet one or two senior members of our iOS engineering team. There are 2 parts to this round - DSA and a UI Flow Walkthrough.

Part 1: DSA

You'll be presented with a standard DSA problem and expected to **solve it in Swift within the first 15 minutes of the interview**. In case of an unsuccessful completion, it will be at the discretion of the interviewer whether to proceed with the second part.

Part 2: UI Flow Walkthrough

You'll be presented with a Figma file of a sample UI flow. The objective is to build a protocol-based abstraction of the different screens, data flow, and anything else required. Talking through your approach is required.

Behavioral Round

Time duration: 30 mins

During this round, you'll meet one or two key members of the team - iOS's head of product and/or another engineering leader. The objective is to dive deeper into your product sense and personality traits as well as check for cultural fit.

What do we look for?

- Showcasing strong examples of past experience working on and growing a consumer product
- Examples of when you've applied extreme urgency and ownership in driving a project to completion
- Ability to work with multiple stakeholders – design, backend engineering

How to prepare?

- Be yourself
- Prepare visual or verbal examples of excellent work, its results, and your contribution
- Installing Speechify's iOS app and sharing your observations
- Read our COO's (oversees product, engineering, and recruiting) memo:
[Simeon's 2025 Speechify's product and engineering memo](#)

After the successful completion of the interview rounds, you'll be introduced to our CEO/Founder Cliff Weitzman for 15-30 mins.



Good luck!