

What to expect

A. In-person coding challenges

These will assess problem-solving skills. A deep understanding of algorithms and data structures is required.

B. In-person technical interview

You will be expected to demonstrate the following basic skills:

- Experience with native (Android - Java, Kotlin or iOS - Swift, Objective C) and/or Flutter mobile app development
- Experience working with GraphQL and/or REST APIs
- Experience with a variety of authentication techniques, including OAuth 2, OpenID Connect, JWT, and session authentication
- A basic understanding of UX design techniques e.g wireframing, prototyping, usability testing, etc

We will be particularly interested in:

- Visual design (layout and styling) skills
- Experience delivery apps to the Play or Apple app store (full cycle to publication)
- UI writing and documentation authoring skills

The following professional skills are important:

- Testing - if you can show that you know and LOVE automated testing, you'll have a major advantage
- Mobile app release and testing tools e.g TestFlight, App Tester
- Continuous integration (CI) and continuous development (CD)
- Problem-solving capabilities

SCREENING TEST

The code written for this assignment should be placed on your personal Github/Gitlab.

Prototype, wireframe, design and build a GITHUB ISSUE TRACKER mobile app using Flutter / native (Java/Kotlin/Swift/Obj-C) or React Native.

The app should;

- talk to the open Github GraphQL API
- use a state management framework. Specifically, redux
- have filters, search and tags implementation
- come with automated tests (unit, integration and end-to-end/UI)
- be downloadable from play store or app store

For inspiration, consider <https://dribbble.com/shots/14624938-Flutter-Issue-Tracker-UI>