

# Porsche Digital

## Developer Take Home Task – iOS Software Engineer

### Summary

The goal of this task is to demonstrate a developer's knowledge via a realistic programming task. The programming task is open-ended and the end goal is to have the developer complete the task and present their creation/findings to the team during their onsite interview.

### Task

Please create an iOS mobile application that:

- Enables Porsche drivers to find scenic photoshoot locations (or places where other Porsche drivers have taken scenic photos)
- Helps them get to the scenic location
- Helps them share the photos they take with other users of the application
- Preferably written in Swift, (or Objective-C)

This task is open-ended and it is encouraged that the developer ideates and implements relevant features to the given task above. The developer should also be prepared to take approximately 30 minutes to present their work to a multi-disciplinary audience. The presentation should include an overview of what they have done as well as explanations for all design decisions and UX features that have been implemented. A technical discussion will follow. Recommended preparation time for this task between 10-15 hours.

Use mocked data where applicable. Use any third-party libraries as needed and standard iOS paradigms (e.g. AutoLayout, GCD, UIKit, MVC, and other relevant design and architecture patterns).