

Mobile Engineer

Responsibilities

- Implement & maintain mobile apps using **Flutter**
- Work closely with our product managers and UI/UX designers to understand feature specifications
- Communicate with QA engineers to design and understand technical specs
- Proactively give feedback and ask questions to contribute to product specifications' improvement
- Work closely with backend engineers for API integration
- Make a thing work first before make it better
- Test driven development with unit and integration tests (no test, no merge culture)
- UI/UX sensibility:
 - Intuit what users might and might not expect to see
 - Make smart adjustments to design specs to achieve better results
- Proactively fix any usability issues

Requirements

- Familiar with **Flutter** via professional project/product development or pet / outside work projects
- Experienced with **TDD**
- Strong knowledge about algorithms and data structure
- Good knowledge and experience with UI & UX
- Experienced in native mobile development (Android or iOS)
- Teamwork: "Your problems are my problems, my problems are your problems"
- Excellent software engineering skills
- Strong desire to learn and to grow
- Validated ability to excel in a fast-paced development team

Nice to have

- Being experienced in native iOS development is a plus
- Being experienced in embedded views or features from native to Flutter is a plus