



Interview Guide

IOS SOFTWARE ENGINEER

Process Overview

Stage 1: Take-Home Assessment (~4-5 hours)

We do not believe that LeetCode-style technical interviews are the best way to evaluate a candidate's skill set. As a result, we've designed our take-home as a realistic technical challenge.

This take-home is an opportunity to put your best foot forward and demonstrate your abilities. We greatly appreciate the time and effort you invest in completing this challenge, and we're looking forward to seeing how you tackle it!

Stage 2: Technical Interview (1 hour)

You'll partner with a Fetch Engineer to go over your take-home assessment, covering your problem-solving strategies, implementation choices, and relevant past experience. Be ready to share your thought process, tackle specific challenges, and modify your exercise as prompted.

Stage 3: Recruiter Touch Point (20 minutes)

Connect with your Recruiter to learn more about the role and go over what to expect during the virtual onsite.

Stage 4: Virtual Onsite (Total duration: 5-6 hours including breaks)

Please ensure you have Xcode 15+ installed before the interview, as this will be required for coding portions.

Hiring Manager Intro (30 minutes)

Code Challenge - Find the Bug (60 minutes)

- You'll pair with an engineer to find and fix bugs in an unfamiliar codebase. This round is designed to simulate real-world scenarios where code isn't always clean, and the issues aren't immediately obvious. If you enjoy digging into complex problems, learning on the fly, and adapting to new environments, this is a great opportunity to showcase your strengths.

System Design - Chart Problem (60 minutes)

- Given a design and requirements, you'll take the lead driving the technical design for a feature. An engineer will be there to bounce ideas off as you make key decisions about everything from backend data models to mobile architecture. Your creativity and decision-making will be highlighted as you tackle challenges similar to those we often face.

Deep Dive - Swift Concurrency (60 minutes)

- We have a progressive codebase that's invested in adopting Swift Concurrency. In this round, you'll dive deep into the modern framework and the problems it solves. This is an opportunity to either showcase your expertise or demonstrate your ability to quickly adapt to this essential part of our development process.

Cross-Functional Partner - Product Design (30 minutes)

- Here at Fetch, we frequently collaborate with our cross-functional teammates. This round exemplifies that. You'll get to see how you can contribute within a cross-functional team while learning more about our culture and how we work together to build great products.

Hiring Manager Wrap Up (30 minutes)

AI Statement

We are big fans of AI and the potential it unlocks for engineers, but kindly ask that you refrain from using tools like ChatGPT, Copilot or similar tools during the interview. These are great tools for day-to-day velocity acceleration tasks (our engineers totally use them), but they can get in the way of seeing how you truly think about breaking down new technical challenges we solve every day at Fetch.

General Tips

- Ask Questions: Ensure you fully understand the problem from the start.
- Plan Your Approach: Discuss your plan before diving into code or design.
- Use Resources: Feel free to look anything up on Google, StackOverflow, or common libraries.
- Communicate: Share your thoughts and approach, especially if you are getting stuck. We want to see how you work.
- Use the STAR Method: STAR stands for situation, task, action, and result. This method will help you prepare clear, concise responses using real-world examples.