

CISC 3140
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A job posting that piqued my interest is a mobile engineer position at Betterment. The reason I found it interesting was because I want to gain experience building Android apps and the job offers good benefits.

The requirements for the job include experience building apps for iOS or Android using Objective-C, Swift, Java or Kotlin, experience or interest in learning Dart and Flutter, collaborativeness, ability to make trade-offs required to ship without compromising quality, and ability to thrive in a startup environment.

Having never worked on a development team, I can't say that I have the soft skills mentioned in the latter part of the requirements. Since they are harder to quantify or test companies will likely look if I participated in collaborative projects in the past in order to get a sense of my abilities in this area. I hope that this class and future endeavors such as internships and hackathons will help me improve on these skills.

When it comes to technical skills, I have experience using Java and Android studio but not at a level that I think will be expected of me on the job. To prepare for this, I'd get more familiar with both the language and the developer environment. I would do this by watching online tutorials and reading documentation. Furthermore, I would start to design and build an app myself, or with other programmers interested in creating such a project. This would give me experience working with the tools, experience working on a team, and develop skills such as decision making, collaborativeness and quality control.

Next in the list are Dart and Flutter, which are tools that I'm not familiar with at all. The company doesn't require, although I'm sure it wouldn't mind, that the applicant have experience with them. To show the recruiters that I'm serious about the job, I would make the effort to at least familiarize myself with these tools and learn their purpose and uses.