



Senior Staff Engineer (Mobility IOS)

WHAT MAKES YOU A GOOD FIT FOR THIS ROLE:

Relevant expertise in –

- iOS SDK, Swift, Objective C, Storyboards, View controllers, Database (Core Data), OOPS, Architecture patterns(MVC/MVVM/VIPER), Background jobs, Reactive programming, RxSwift, Alamofire, Internationalization, Performance Tuning, Security Concepts, App Building, Signing and Deployment
- Strong troubleshooting skills in different disparate technologies and environments
- Enthusiastic about different areas of work and exploring new technologies
- Clarity of thought and strong communication skills to effectively pitch solutions
- Ability to explore and grasp new technologies
- Mentoring your team members in projects and helping them keep up with new technologies
- Empowering the team members to be solution providers and enable a flat environment where everyone's point of view is considered and feedback is encouraged.

WHAT ARE YOUR RESPONSIBILITIES:

- Writing and reviewing great quality code
- Understanding the client's business use cases and technical requirements and be able to convert them in to technical design which elegantly meets the requirements
- Mapping decisions with requirements and be able to translate the same to developers
- Identifying different solutions and being able to narrow down the best option that meets the client's requirements
- Defining guidelines and benchmarks for NFR considerations during project implementation
- Writing and reviewing design document explaining overall architecture, framework, and high-level design of the application for the developers
- Reviewing architecture and design on various aspects like extensibility, scalability, security, design patterns, user experience, NFRs, etc., and ensure that all relevant best practices are followed
- Developing and designing the overall solution for defined functional and non-functional requirements; and defining technologies, patterns, and frameworks to materialize it
- Understanding and relating technology integration scenarios and applying these learnings in projects
- Resolving issues that are raised during code/review, through exhaustive systematic analysis of the root cause, and being able to justify the decision taken
- Carrying out POCs to make sure that suggested design/technologies meet the requirements