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Position: iOS Developer

**QUESTIONNAIRE**

1. Please describe your experience on an ecommerce platform and the technologies associated with building an ecommerce platform

I used to build a website selling clothes. Despite the failure but I have learned many things. We need to build chatting system well, make it easy for customers to contact us. Besides, make the UI of website beautiful, it is very important because it shows professionalism.

1. What are the key components required for an ecommerce platform and the key challenges for building an ecommerce platform?

Key component in ecommerce is ability to track customer spend trends and saving cost for showroom. We can analyze and predict what they want tomorrow, what they want next month. Key chalenges are build trust from custormers and marketting. How can they believe our product if they have never seen it?

1. Please describe your experience with and understanding of cloud based services and solutions.

I developed some iOS application for my client. They want me to use Firebase cloud service to save data. Firebase is a cloud services provider that is a realtime database which provides an API that allows developers to store and sync data across multiple clients. It helps our system operate flexible, automatic software update and we can work from anywhere.

1. What benefits does cloud platform provide and how it will benefit a business critical application which requires a zero downtime and faster response time?

Where in the past, people would run applications or programs from software downloaded on a physical computer or server in their building, so cloud computing allows people access to the same kinds of applications through the internet. When you update your Facebook status, you’re using cloud computing. Checking your bank balance on your phone? You’re in the cloud again. It helps our system operate flexibility, automatic software updates, security, work from anywhere, so on.

1. Describe your experience with CI / CD and source control tools?

I haven't used any CI/CD tools yet. However, I known some tools for that. One of most popular tools is Jenkins. Jenkins helps developers and testers work each others faster, easier and more effective. Besides, I use Bitbucket, Github and Gitlab to control my source code, I usually use command line to connect them.

1. What is agile methodologies? Share your views and experience on it and how it can benefit in a development cycle.

In the past, we usually use Waterfall workflow, the disadvantage of Waterfall is that customers will not know what their application will be until the developers complete it. Therefore, agile methodologies were launched. Some popular agile methodologies are Scrum, Kanban, XP. In my previous company, we use Scrum workflow. Projects will be released many times during development process, customers can see and make changes if they want. Therefore, the finished product will be easier to please customers.

1. How do you keep up-to-date with the latest developer trends and new technologies?

Most my new technology I was known from fanpages on Facebook. It appears in my new feeds. Besides that, sometimes I join seminars to update lastest developer trends. In additional, I often hangout with my friends, we usually talk about new technology, we share each others.

1. How do you participate in a team and what are the processes and methodologies you use in your job to successfully deliver a project?

Firstly, team need to have a leader who keeps track the work of others, control the team and assign task for each person. Secondly, create the timeline. Timeline helps members in the team work on schedule. Moreover, it helps leader easier to follow work of everybody. Finally, sometimes we need to hangout to make everybody more close.

1. What is the process/tools needed to improve software quality? How would you setup a culture that values software quality?

Instrument in Xcode is one of best tools to improve software quality. I usually use it in checking memory leak. Besides, we need to setup some rules in coding such as naming variables, function names, maximum number of lines in a class by using Swiftlint library.

1. You are in a design review, and see a major flaw in the design. Has this ever happened? How do you bring it up? What happens if the presenter refuses to listen to your points? How do you make sure that the right system is built?

I haven't met this situation before yet. However, if I met it. I will try to explain with presenter and other design reviews in polite way first, if they don't listen to me, I will ask them why? If they cannot show me that I was wrong. I will explain with manager or even director.

1. The production system is running on top of MongoDB and it is having issues that seem to be within the DB itself. How do you advise the team? How do you manage those issues and the impact to the new development work? How do you communicate this to non-technical people?

I will choose some channel like Slack to advise my team, if we don't use Slack or any others software like that, I will annouce directly to my team. After that, I will suggest the best person about Database handle those issues. If I have to communicate with non-tech, I will try to explain about DB in simple way first and then tell them about those issues.

1. What attracts you to this opportunity and what makes you the ideal candidate?

I wanna go out of Vietnam and find somethings new. Besides, working and traveling is so fun. Malaysia is a multi-culture country, I believe I can learn a lot of things