

Getting Your First iOS Job

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**So you want to get
your first iOS job?**

YES!



**iOS engineering is a
really fun field**

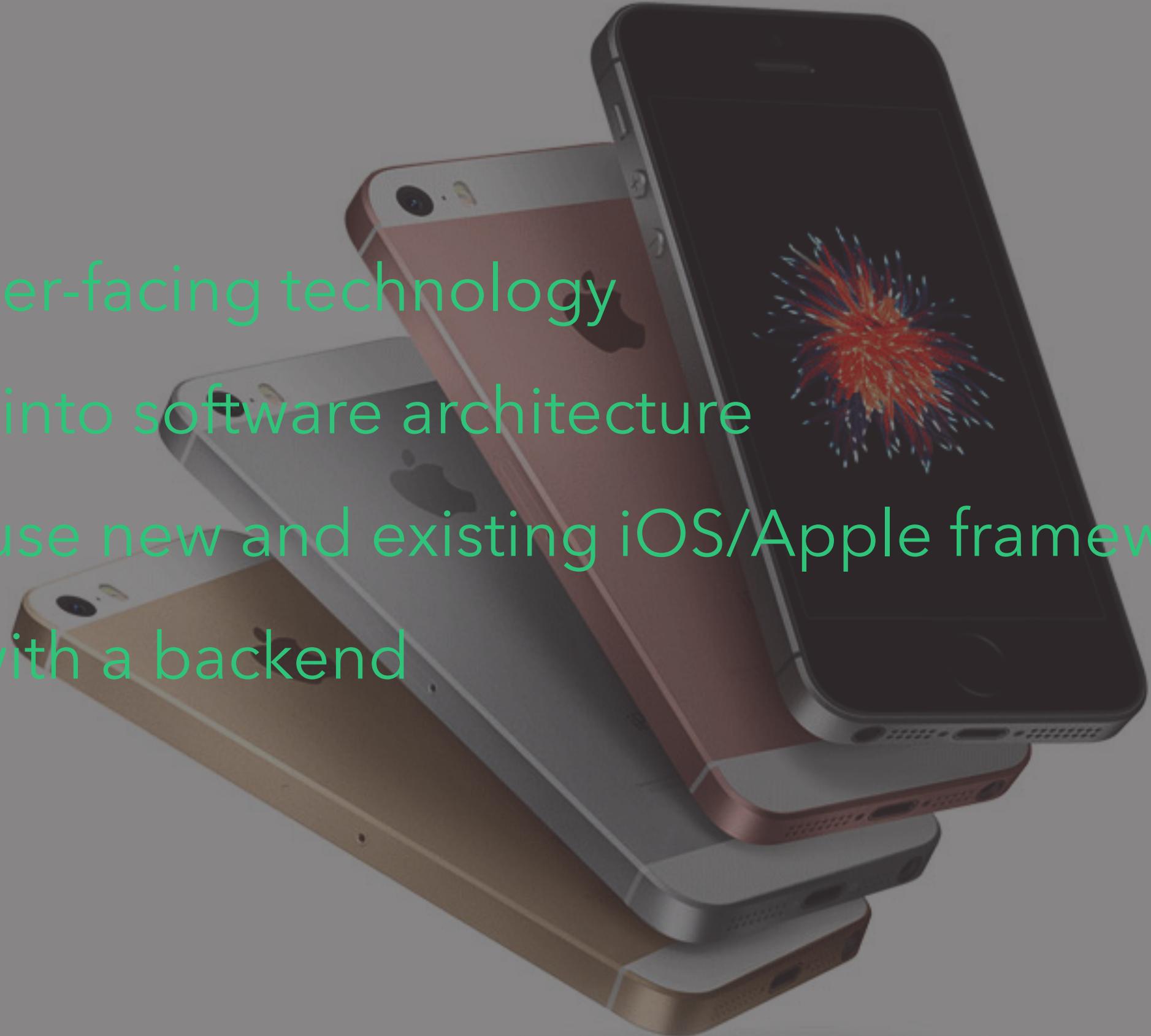
iOS in NYC

- Small but awesome
- Friendly people
- Interesting meetups
- Diverse industries
- Podcasts



ios

- Create user-facing technology
- Go deep into software architecture
- Learn to use new and existing iOS/Apple frameworks
- Interact with a backend



**Going to try to
answer these
questions:**

**1. Do I know enough
to start applying?**

**2. What should I
study before my
interviews?**

3. Where should I work?

**4. How should I
approach my first job
once I get it?**

Who am I?

- Tamar
- B.A in Philosophy and Creative Writing
- iOS Engineer @ Tumblr
- I conduct interviews and help hire people



who am I?

 **Beauxbatons' Special Kind of Quidditch**



 Doesn't the grass on the quidditch field look so green!

 Go to our special kind of quidditch-
<http://www.freearcade.com/Javanoid.jav/Javanoid.html>

 Instructions:

 Controls : Javanoid supports both mouse and keyboard control.
Keys are : Left & right to move the paddle, space or ctrl to launch the ball or shoot, N for new game, P to pause/resume the game, S to toggle sound on/off, U to change ball direction and 1 to 9 to change game speed (slowest to fastest, default is 5). If keys don't work, click on the game to give it the focus.

Who am I?

Fri Jan 5 02:07:19 2001

anonymous

This is tha Stupidest site in the WORLD its a disgrace to HP

Wed Nov 15 09:45:10 2000

Igor Glinsky iggy@eagleinfosystems.com

NY NY US

mind blowing work, guys. hats off!

How do you get an iOS job?

- Find out about a good opportunity
- Send your resume/Github/website
- Come in (possibly with a sample app) and do some combination of code exercises

**Tell your network
you're looking for a
job**

Networking

- Make friends
- Meet cool people
- Possibly make them your advocates
- Network with them a responsible, professional way
- Invest deeply in the opportunities you really want

**You don't need to
know everything to
start applying**

**You accelerate your learning by
working somewhere**

Entry-Level Catch 22

Follow the 90% rule

**Don't be ashamed that you don't
know stuff**

**Get good at doing
things you've never
even heard of**

**Get good at being
wrong**

**Great asset as a job candidate and
team member**

**People literally discuss this when
considering candidates**



**Practice being
confident**



Practice being confident

This is a **skill you can learn** and an extremely important skill for all engineers

Practice being confident

- Confidence reminds you that you are not your output
- Confidence lets you elevate others
- Confidence lets you participate in conversations
- Confidence lets you take risks, be wrong, and improve

**Work on a team that
will let you build stuff**

**You learn much more at a place
that experiments and ships new
features regularly**

**Work on a team that
values your existing
skills**

Work on a team that values your existing skills

- You need opportunities to shine
- Find a team that values every type of diversity

Learn core concepts

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Generally, what does the app you want to work on do?

- Can you sketch out how those features might be built?
- Can you sketch out alternatives?

Learn core concepts

- Swift and Objective-C language basics
- Common iOS patterns and rationales for different patterns
- User interface development, networking, persistence



Learn the tooling

Learn the tooling

- Solving bugs is probably going to be the first thing you do at your job
- Solving bugs is even more impossible if you're not familiar with available debugging tools
- Learn how to read crash logs
- Learn how to use lldb in Xcode
- Learn view debugging



**where should you
work?**

What do you want to optimize for?

- Big team optimizes for guidance
- Small team optimizes for learning through building large features
- Big name optimizes for future jobs & salaries

Work with happy engineers

Ask your interviewer

- Do they like their job?
- Why/why not?
- Are they working on interesting things?
- Why are they hiring?

Why iOS?

- Interesting engineering concepts
- An opportunity to build tools and platforms for people
- A lens through which to look at many problems

Why iOS?

We need you!

Questions?

Contact

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