

## Job Description

### Senior iOS Developer

#### Job brief

xKern builds software and services that are at the heart of everyday life. Our products blend in with the lifestyle of people through its easy of use and great user experience. So it's important for us to have client Applications that also blend in with they platform the user is on.

We are looking to hire a talented iOS Developer to design, build, and maintain the next generation of iOS applications. Your primary focus will be developing high-end iOS applications for the latest Apple mobile devices. Your duties may include collaborating with the design team for new application features, identifying and fixing application bottlenecks, maintaining the core code, and updating applications published on the App Store.

#### Responsibilities

- Building mobile applications for Apple's iOS platform.
- Collaborating with the design team to define app features.
- Recognizing the iOS/iPadOS design language, platform and apple's guidelines and building native applications accordingly.
- Ensuring quality and performance of application to specifications.
- Identifying potential problems and resolving application bottlenecks.
- Fixing application bugs before final release.
- Publishing application on App Store.
- Taking feedback from users, colleagues and managers and using the environment to continuously improve yourself.
- Maintaining the code and atomization of the application.
- Designing and implementing application updates.

## Requirements

- Proven experience as an iOS/iPadOS app developer.
- Proficient in Swift, Xcode, instruments, storyboard, lldb and Cocoa Touch. (knowledge in Objective C is welcome).
- Extensive experience with iOS/iPadOS Frameworks such as UIKit, Core Data, CoreAudio and Core Animation.
- Good knowledge and experience in building UI with and without storyboard.
- A very good experience managing network calls and handling web technologies.
- Knowledge of iOS background modes, widgets (iOS 14 widgetkit preferred) and various areas of integration with iOS.
- Ability to identify memory leaks, resource wastage, zombie objects etc and mitigate them and do performance tuning.
- A very good understanding of memory management, allocations, references, retain cycles and ARC.
- Understanding compatibility of various hardware and software components, features and APIs across devices and software versions and adjusting code to accommodate them (such as layout constraints, background modes, taptic engine versions, widgets, Intents etc.).
- Hands on experience with third party libraries, especially map-based ones.
- Experienced with different design patterns like MVC and MVVM.
- Willing and able to adopt to build systems like Buck.
- Experience and efficiency in handling multiple background threads and tasks and resolving issues related these.
- Knowledge of Apple's design principals and application interface guidelines to take full advantage of the available hardware and software features.
- Proficient in code versioning tools including Mercurial, Git, and SVN.
- Familiarity with push notifications, APIs and cloud messaging.
- Experience with continuous integration.
- Deep knowledge on Apple's ecosystem and operating system fundamentals is preferred.

## Expected Experience

3-6 years.