## **Job Description**

**Job Title:** iOS Developer

**Place of Work:** Hybrid(Remote & In-Person) Ross Building, Adastral Park, Martlesham, Ipswich, IP5 3RE

**Hours of Work:** Flexitime (40 Hours Per Week)

**Reporting to:** Developer Lead

**Progression:** Junior Developer →Developer → Senior Developer → Developer Lead

We are seeking an enthusiastic, passionate and motivated individual to join our iOS development team.

## The Role

Are you a creative and passionate iOS developer with experience in Objective-C and Swift?

Do you enjoy being innovative and coming up with new ideas?

We are seeking an iOS developer to join our team and get involved in some exciting new projects.

## What does the job entail and what skills will you have or be able to build upon as an ideal candidate?

### Desirable Degree/Qualification

* You will have strong academic skills with at least a 2:1 classification degree or masters in computer science, software engineering or similar computer science degree subject.
* As part of the selection process, candidates should have the ability to demonstrate relevant academic, personal or professional projects.

### Key Tasks & Responsibilities

* Working across multiple development teams to support client requirements
* Supporting sprint planning and sprint reviews on a fortnightly basis
* Ensuring the quality, performance and reliability of applications
* Maintaining well-structured code
* Supporting the team with code review
* Ability to identify and correct bugs and performance bottlenecks
* Liaising with other departments including UX/UI, QA and embedded teams

### Essential Skills

* Good knowledge of design principles (MVC, MVVC, coordinator)
* Experience in Object-oriented based languages & design principles (e.g. Java/C#)
* Proficient understanding of source code version tools (e.g. Git, SVN, Mercurial)
* Familiarity with continuous integration environments (e.g. Jenkins, Xcode server)
* Familiarity with common iOS frameworks (e.g. Foundation, UIKit, AppKit, Core Animation)
* Familiarity with Swift or Objective-C

## What are skills that are nice to have and will make you a more competitive candidate?

### Desirable Skills

* Experience with unit testing (e.g. XCTest)
* Experience of iOS app release process (personal or commercial)
* Experience with performance and memory tuning tools (e.g. Instruments, Xcode)
* Knowledge of package management tools (e.g. Carthage, Swift Package Manager, CocoaPods)
* Experience with software control management system (e.g. Jira, Confluence, Bugzilla)
* Experience with Bluetooth technologies and supporting iOS frameworks

## Want to know more about life at Coderus?

Visit our [careers](https://www.coderus.com/careers/) page or follow us on social media.

[](https://www.facebook.com/coderus/)[](https://www.linkedin.com/company/coderus-limited/)[](https://twitter.com/coderus/)[](https://github.com/coderus-ltd/)[](https://stackshare.io/coderus/coderus/)[](https://www.instagram.com/coderusltd/)[](https://www.youtube.com/coderus)

## Remuneration, Hours and Benefits

The working week is 40 hours on a flexible working arrangement with a salary dependent on experience and skill set.

We are currently in the process of improving our benefits package but these are the current benefits.

When this is being used for internal promotions, please note that notice periods will be amended accordingly and for this role it will move to 2 months.

### Continuous Training & Development

* We have a bespoke, in-house Learning Management System (LMS) and a core skills development strategy for every employee.
* Each person has a tailored training plan with allocated R&D time during work hours.

### Fitness Membership

* Every member of our team has free access to an on-site gym at Adastral Park.
* Team members can use the gym facilities and attend classes where the guidelines permit.

### Barista-Style Coffee & Cold Drinks

* Not only do employees have access to as much coffee as they can drink, but we also provide Coderus branded travel mugs too!
* If you’re not a fan of hot drinks, we also have a regularly stocked cold drinks fridge with water, juices and fizzy drinks.

### Social Calendar

* Regular games nights and team events..

### Employee of the Quarter Scheme

* Each month, our team anonymously votes for who we think should be named Employee of the Quarter.
* We base our nominations on how well the nominee has upheld our core values, innovation, imagination, integrity, quality and continued learning.
* The decision is made by our senior management team who review all of the nominations and are not involved in the initial nomination process themselves.

### Holiday Allowance (33 Days)

* 20 Statutory Holiday Days
* 8 Bank Holiday Days
* 3 Holiday Days in December
* Birthday Off
* 1 Additional Day Off

### Professional Memberships

* We offer our team complimentary professional memberships for specialist tech organisations such as Ipswich Makerspace and the IET.

### Team Lunches

* Quarterly team lunches to get together as a team socially.

### Haircuts & Beauty Treatments

* There is an on-site barber at Adastral Park where our team can go to receive a complimentary haircut.
* We have partnered with a local beautician who our team can visit to receive face, nail and brow treatments as well as massages.

### Wellness & Sick Days

* There is both paid sick leave and statutory sick leave available for all employees.
* Outside of general sick leave, we provide wellbeing and mental health days to our team where required.

### Eye Tests

* The team are entitled to free eye tests at any opticians in the U.K.

| Author | Zoe Newman |
| --- | --- |
| Approver | Alison Thomas |
| Last Amended By | Alison Thomas |
| Last Amendment Date | 4th January 2023 |
| Version Number | C-V10 |