

iOS developer @ UrbanThings

Location: Old Street, London

Duration: Permanent, Full-time

Salary: £Competitive

UrbanThings have a unique opportunity for a mobile developer to shape our public transport and ticketing apps, powering millions of passenger journeys.

This is a chance to join a mobile development team at the cutting edge of transport apps and m-ticketing. You'll be helping to build out bleeding-edge features for new products such as beacon and NFC-based travel and working to maintain and update our existing code base.. You'll gain exposure to new code patterns and constructs.

If you have at least two years professional experience with mobile development and you're ready to take things to the next level, this is for you. You've written your own apps, perhaps even published them on the App Store. You have a genuine passion for mobile and the iOS ecosystem. You're comfortable working in a small team and capable of delivering high-quality maintainable code.

This is an exciting opportunity to be part of one of London's fastest-growing startups. UrbanThings is a small company that we're filling with incredible people. We have a great brand, amazing products and, with our recent funding, we're ready to go global. We have a relaxed, fun workplace with a great benefits package, cosy sofas, cold drinks, regular free lunches and nights out, but – above all – we have a place where we love building amazing, inspirational things. Come and join us!

Essential Skills

- 2+ years iOS development using Swift
- Understanding of iOS design patterns and application architectures
- RxSwift, understanding of FRP, and asynchronous programming
- Ability to understand and develop solutions for complex problems
- Familiarity with network protocols / iOS network APIs / RESTful APIs
- Excellent written and verbal communication skills, team player
- Eligibility to live and work in the UK.

Desirable Skills:

iOS:

- Objective C
- CocoaPods
- Experience with iOS animation / custom UI elements
- Experience with BLE / iBeacon
- Experience publishing and maintaining iOS apps in iTunes store

General Development:

- Exposure to any of bash, fastlane, ruby, python or groovy scripts
- Understanding of SOLID principles
- Git version control
- Unit testing
- Continuous integration, e.g. Jenkins.
- Experience working in an Agile team and/or with Jira

To apply for this position, email jobs@urbanthings.co - just send us a few lines about yourself and attach a CV if you have one. We'll get back to you right away.