choice

Software Engineer, iOS (Lead)
We reinvented the retirement account for the modern retiree and now we want to bring that simple but powerful experience to mobile. We're launching a mobile app (+building a mobile team) this year, and you are mission critical to that effort. You + a small team of other engineers and product team members will collaborate to breathe life into a native iOS app in early Q2 (we've got a running start on the codebase, but ultimately you can be the judge of that).

Right now, our lead platform is web, so you'll join our growing development team as our mobile lead and first full-time iOS dev, and we'll expect you to help us grow our iOS group as our footprint in the userbase grows. If we hit our goals on the product marketing front, iOS should be the lead platform by 2022.

Our development team is still at the stage where everyone knows each other's name and we're very collaborative in approach, so don't worry, while there will be lots of hats to wear -- design, dev, deployment, testing, support and maintenance of the app – you'll have plenty of help from the rest of the team.

Ideally, you like to own a project from top to bottom and you've created apps leveraging UIKit and Objective-C – our front end is in UIKit (for now). You'll have the opportunity to be involved at every step of the app development process, which for us means everything from design/scope to integrating our in-house APIs, to working with external analytics, payment and identity verification services; and everything in between.

You'll be expected to…
- Collaborate with the team and business to prioritize a growing feature roadmap
- Manage mobile product roadmap (launch dates) and versioning
- Work with the product team to diagnose and scope features based on feedback
- Deliver clean, reliable, tested code that is up to iOS guidelines and modern standards
- Manage mobile deployment and app store submission / review process
- Operate on a continuous releases schedule that balances new features with bug fixing
- Integrate with both in-house and external APIs to facilitate full user lifecycle - from new user on-boarding, funding, account and investment management to payment and profiles.

Minimum Requirements
- 4+ years software development experience
- 2+ years of consumer focused iOS development
- You've managed a continuous iOS deployment process and shipped code used at scale
- You've managed app store submission, compliance and review
- Comfortable working in objective-c and with UIKit / comfortable building without an interface builder
- You've created your own SDK's/modules via CocoaPods, Carthage, Swift Package Manager
- Knowledge of both functional and object-oriented programming
- Mobile web dev experience / Proficient in HTML, CSS, JSX
- Comfortable writing and deploying automated tests for business critical functions
- Prior experience with native payments, as well as 3rd party payment integrations on iOS.
- Proficient with Amazon Web Services / Interested in serverless approach
- Comfortable working on a distributed dev team - we are 100% remote, even if COVID restrictions lift.

Nice to have: Bitcoin curious / believer, Experience both with REST and Websocket based web services. Prior exposure to C# / experience working with .NET Framework, Interest in growing the team as well as writing code, React Native experience, Interest in Design / UX, Interest in screening and mentoring future iOS team members

If interested, please email your resume to info@kingdomtrust.com with subject line: 'iOS Software Engineer'