Senior iOS developer

About Anytype

The Anytype team is looking for an inspired and motivated Senior iOS developer to join our team in the challenge of creating and maintaining the first peer-to-peer decentralized OS in the world.

The core logic is based on making and editing content. The primary responsibilities will be to use Swift with UIKit to develop editor with different block types, highlighting, drag-n-drop, collaboration and etc. We tried several frameworks and principles to find out a perfect balance, so we also have MVVM+C, swiftUI & Combine in already working proof of concept.

In our architecture, we have no classic backend with the server-side. Instead of this, we encapsulated all logic for managing data in one library, so there is no need to worry about complex core peer-to-peer technologies.

We are going to Alpha with a desktop application in several weeks. Our plan is executing well and we believe to release all devices later this year.

More links to read

- Site: https://anytype.io/
- First demo: https://www.youtube.com/watch?v=hblHWfXA3XU&feature=youtu.be
- PH (without a score): https://www.producthunt.com/posts/anytype
- Reddit discussion https://www.reddit.com/r/selfhosted/comments/elsuc7/anytypeio_a_new_selfhosted_allinone_tool_

Candidate

You will work on the architecture and implementation of major iOS deliverables end-to-end.

The ideal candidate will be passionate about quality, consistency, maintainability, performance, security and all the other things that make application work great. This position requires collaboration with fellow software engineers, designers, product managers & founders.

Responsibilities

- Full-stack hands-on mobile development of native iOS app design and implementation, including system analysis, unit-testing with main cases covered, CI automation, code review, and application maintenance support
- Deliver complex features with high and predictable velocity. Keep balance between quality, well-structured code and hotfix-short-term decision avoidance
- Actively participate in constructive discussions with the whole team, iOS team, and management. Propose solutions, be proactive and lead

Requirements

- At least 5 years of professional iOS development experience

- Good knowledge of Swift, UIKit & MVVM+C

- Strong knowledge of iOS UI design principles, patterns, and best practices

- Familiarity with protobuf protocol

Conditions

- Remote work / Office in Moscow (Mayakovskaya) / Office in Berlin (Silicon Allee)

- Official contract in $ with option with Anytype Inc, US

- Test period — 2 months

- Holidays, vacations, opening hours — Russia

- Workflows — Agile, Kanban, Weekly iterations

- Organisation of interaction — Telegram, Google Meet

If you're interested, please contact

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