

iOS Developer

Mobile

Startup

SMB

Enterprise

We are hiring an iOS Developer to build and maintain our native iPhone and iPad applications. You will work closely with designers and backend engineers to deliver smooth, performant mobile experiences that delight our users. This role involves writing clean Swift code, working with Apple's latest frameworks, and shipping to the App Store on a regular cadence.

Key Responsibilities

- Develop, test, and maintain native iOS applications using Swift and SwiftUI or UIKit
- Collaborate with UX designers to implement pixel-perfect, accessible interfaces that follow Apple's Human Interface Guidelines
- Integrate with RESTful APIs and backend services, handling networking, caching, and offline scenarios
- Write unit tests, UI tests, and snapshot tests to ensure code quality and prevent regressions
- Participate in App Store submission processes including TestFlight beta distribution and release management
- Profile and optimize app performance including startup time, memory usage, and battery consumption
- Stay current with iOS platform updates, new APIs, and WWDC announcements to identify opportunities for improvement

Required Skills & Experience

- 3+ years of iOS development experience with at least 1 published app on the App Store
- Strong proficiency in Swift and either UIKit or SwiftUI (ideally both)
- Experience with iOS architecture patterns such as MVVM, MVP, or The Composable Architecture (TCA)
- Familiarity with Core Data, SwiftData, or Realm for local data persistence
- Understanding of Apple's concurrency model (async/await, Combine, or GCD)
- Experience with Xcode Instruments for profiling and debugging performance issues
- Knowledge of CI/CD pipelines for iOS (Fastlane, Xcode Cloud, or Bitrise)

Nice-to-Have

- Experience with SwiftUI for building modern declarative UIs
- Familiarity with cross-platform frameworks (React Native, Flutter) is a plus but not required
- Experience integrating third-party SDKs (analytics, payments, push notifications)
- Knowledge of accessibility best practices (VoiceOver, Dynamic Type)
- Experience with modularized app architectures using Swift Package Manager

Tech Stack

Swift

SwiftUI

UIKit

Xcode

Core Data

Combine

Swift Package Manager

Fastlane

TestFlight

REST APIs

Firebase

What We Offer

- Competitive salary and equity at [\[Company Name\]](#)
- Latest MacBook Pro and Apple hardware for development
- Budget for WWDC attendance or Apple developer conferences
- Comprehensive health, dental, and vision coverage
- Flexible work schedule with remote-friendly culture
- Opportunity to build a product used by millions of iOS users

Interview Process

1. Recruiter phone screen (30 min) — background, motivation, and logistics
2. Technical phone interview (45 min) — Swift fundamentals, iOS architecture discussion, and a short coding exercise
3. Take-home project (2-3 hours) — build a small iOS app consuming a provided API
4. On-site or virtual loop (2.5 hours) — code review of take-home, system design for a mobile feature, and team culture fit
5. Offer and reference checks