

Role Profile: iOS Developer (Full or Part Time)

A bit about us...

Amiosec is an exciting and growing UK technology company with innovation, agility, and state of the art technology at its core. We work in partnerships with UK government customers and commercial providers to deliver research, technology, products, solutions, and services in the communications security sector.

Our Engineering team is expanding, and we are looking for an iOS developer to come on board and join us on our journey. We provide a stimulating working environment, with an opportunity to be involved in various projects from early-stage proof-of-concepts using emerging technologies, tools, and languages right through to full lifecycle product development. We run self-managing agile teams using a mixture of Scrum and Kanban techniques so that engineers get a great sense of ownership of their work and can directly see how their efforts contribute to the bigger picture and help our customers achieve their goals.

We actively encourage personal development and have a structured career framework based on industry standard SFIA grades, with core and technical competencies aligned to each grade. We provide training tailored to individual needs and encourage our engineers to develop their skills – both technical and non-technical alike.

Collaboration and team spirit are key – we actively seek to share knowledge and preserve a family feel within our organisation. Our monthly Engineering Forum provides an ideal vehicle for sharing tips, tricks and techniques between projects/teams and we organise regular social activities to bring people together – something we feel has been especially important during recent years of lockdowns and remote working.

We are passionate and committed to growing new talent and as such run a Graduate Scheme and have an active STEM outreach program – working with schools, universities, and the NCSC CyberFirst program. If you are interested, we would love you to get involved and help in these areas.

Our engineering team is key to our success as a business and this not only includes what we do, but how we do it. Like any engineering organisation we have standardised processes and ways of working, but these are owned by the engineering team, and we work to ensure that they are relevant, helpful, and as efficient as possible so that we can focus on what we are good at – the engineering. We actively encourage our engineers to contribute to improvements in our working practices and environment and regularly try out new ideas with a view to rolling things out that work well for us.

Our Engineering team is multi-disciplinary, covering hardware, mechanical, software, systems, and test. Whilst software is currently the biggest discipline, the other areas continue to grow as we expand our range of capabilities and diversify our work and skills.



What We Are Looking For

Our success as a business has seen our engineering team size increase through continuous and sustained growth, and will expand further soon. We are looking for someone to come onboard and support delivery of our projects through the engineering lifecycle, as part of our mobile services team. This is an important role and business area for our organisation and will be instrumental in helping us deliver successful outcomes to our customers.

You will be joining a diverse set of engineers who are all passionate about their work. Team fit is crucial to us, so you'll need to be a great people person and an excellent communicator.

We are looking for a skilled mobile developer with experience in building business focused applications for iOS-based devices and integrating our trusted modular communications architecture into new mobile applications, meeting a significant operational need for our customers.

Your primary focus will be development of iOS applications and their integration with back-end services. There are UI/UX aspects to this role but also a large emphasis on secure application infrastructure. Simulation of these applications is regarded as equally important to facilitate system level testing.

You will be working alongside other engineers and developers working on different layers of the solution. The technical competencies list below covers a broad spectrum and is not expected to be totally met, a willingness to embrace new competencies is key.

This position can be either **full or part time**, for part time roles we are open to considering hours that work for you.

Note:- Due to the nature of our work, you will need to obtain and maintain an appropriate UK security clearance.



Typical Activities

Subject Area	Activities
Application Design & Development	<ul style="list-style-type: none"> Design and build applications for the iOS platform including both UI and application infrastructure Simulation of iOS applications for system scalability testing
Middleware Development	<ul style="list-style-type: none"> Selection and integration of both 3rd party and in-house existing technologies into the iOS eco-system
Technology Research	<ul style="list-style-type: none"> Evaluating latest technologies (e.g. iOS enhancements, languages)
Tool Evaluation	<ul style="list-style-type: none"> Investigation of emerging and existing frameworks (e.g. test, automation), libraries, build tools
Planning and Estimation	<ul style="list-style-type: none"> Task breakdown, sizing, progress reporting Development/contribution to technical proposals
Team Activities	<ul style="list-style-type: none"> Involvement in Agile Scrum ceremonies, planning and design sessions

Technical Competencies

Subject Area	Competency
Programming Languages (Primary)	<ul style="list-style-type: none"> Proficient with Swift Knowledge of native Xamarin and C# development on iOS
Programming Languages (Secondary)	<ul style="list-style-type: none"> Experience of SwiftUI Integration of C & C++ libraries into iOS Experience of 3rd party frameworks such as ReactiveUI and Realm Experience of Objective C dotnet and Blazor development on macOS/Linux HTML and JavaScript
Scripting Languages	<ul style="list-style-type: none"> Python Bash
Software Quality & Testing	<ul style="list-style-type: none"> Unit and system testing frameworks Knowledge of UI/UX standards Understanding of current Apple's design principles and interface guidelines Usage of Instruments, Reveal
Architectures & Build Systems	<ul style="list-style-type: none"> Build systems (Xcode, Swift Package Manager, MSBuild) Familiarity with iOS continuous integration Knowledge of Apple Configurator & MDM based application deployment
Development Targets	<ul style="list-style-type: none"> iOS Desktop operating systems – macOS & Linux



Networks and Protocols	<ul style="list-style-type: none">• Familiarity with web APIs (REST, SOAP) to connect iOS applications to back-end services• Network communications protocols (TCP/IP, TLS, IPSec, HTTP)• Network analysis and debugging tools (e.g. WireShark, Charles)• Usage of APNs
Communications Security	<ul style="list-style-type: none">• Understanding of cryptography and cryptographic algorithms• Understanding of web authentication and encryption mechanisms• Secure application design and defensive programming
Development Tools	<ul style="list-style-type: none">• Requirements management• Design capture (UML)• Source control (including workflows - Git)

