

Software Engineer

Android

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Responsibilities

- Research technical solutions, perform feasibility studies, and do quick prototyping for Android development
- Build reusable Android components together with unit tests
- Optimize code for maximum performance across various devices
- Translate designs and wireframes into high quality code under challenged time constraint with ease of maintenance in mind
- Continuously improve coding practice to maximize testability, readability and maintainability

Qualifications

- Use Android as a primary phone
- 2+ years Android mobile development experience, or
 - excellent academic result or previous job performance
- Bachelor degree in computer engineering or computer science
- Technology focused, self-motivated, detail-oriented, proactive in problem solving, and self-improvement
- Positive attitude and ability to work with both non-technical and technical team members
- Solid understanding in Kotlin and Java
- Strong UX/UI design skill and experience in making apps work intuitively and with pixel perfect interfaces
- Proficient in the following technologies, or proven ability to learn on the job
 - Client-server mobile app development through GraphQL technology using Apollo
 - Android Architecture Components especially LiveData and ViewModel
 - Common development tools such as Android Studio, Gradle, SDK tools
 - Common mobile app development platform such as Firebase and Fabric
 - Unit Testing with JUnit, Mockito
- Exposure to Agile practice, continuous integration/delivery, and collaboration tools such as GitHub, Jenkins