



Senior Software Engineer (Mobile)

Reports to Director of Product Development

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Objective:

We are looking for a Senior Software Engineer, Mobile to join our Engineering team. This role will join the product group that focuses on building and maintaining the software for our speech language devices, therapy software and functional communication apps for mobile devices. This role will focus on mobile software development on Android and iOS platforms.

The Sr Software Engineer will join a scrum team of 5 people that includes other software engineers, SDET and QA and will be expected to work with the team in meeting the team goals. We work in a two-week iteration model and use Pivotal Tracker and GitHub to manage our work. Our language system software is built in Unity framework and deployed with the help of supporting applications on Android tablets. This team also maintains and enhances our therapy and functional communication applications for iOS devices.

The ideal candidate would be experienced in building and deploying applications on either Android or iOS platforms or both and would be hungry to learn other technologies. We are looking for a team player who is passionate about code quality and building software that improves people's lives.

Essential Duties and Responsibilities:

- Actively contribute to the SCRUM team deliverables for each sprint.
- Lead the development for iOS and Android platforms within the team.
- Setup and maintain automated test suite for mobile applications on Android and iOS.
- Maintain the Mobile Apps CI/CD infrastructure and act quickly when unexpected issues arise.

Other Duties and Responsibilities:

- Coordinate with the product owner to refine product requirements.
- Coordinate with the customer service and operations team to identifying product issues and recommend solutions.

Skills and Competencies:

- Have strong experience in native development on at least one mobile ecosystem (iOS/Android) as a whole
- Can develop for both major platforms (iOS, Android) either natively, or using cross-platform tools like Flutter or React Native or Unity. Familiarity with Unity is a plus.
- Experienced with all phases of app development – from prototyping to publishing to the App Store or Google Play.
- Experience with agile development methodologies such as SCRUM or Kanban.
- Ability to work collaboratively in teams and develop meaningful relationships to achieve common goals.

Required Education & Certification:

- B.S. in Computer Science or related field

Required Experience:

- 3+ years of experience in building mobile applications.

Job Type & Location:

- Full Time; Regular office hours 9 AM to 5 PM, Monday to Friday
- Open to local (Princeton, NJ) and remote applicants.