everyLIFE

Job Description: Engineering Manager for Mobile Apps

Position Type: Permanent.

Location: Farnborough head office (with remote working options).

Benefits include: 25 days holiday + 3 additional days over Christmas, life insurance, company pension scheme, Cycle-to-Work scheme, free non-fiction book scheme.

Working Hours: Full time.

Start date: ASAP.

Our mission is to create innovative technology solutions and provide ongoing support that improves the delivery of care

We're looking for a dynamic, flexible, results oriented professional to lead a team of highly skilled engineers who deliver polished features on a consistent basis to our care management platform. We work in a high paced environment, deploying code every two weeks to thousands of users.

You will:

- Manage the development and deployment processes – make sure that the features are shipped optimally, and product stays healthy once they hit production.
- Design, review, write and test code – this is hands-on engineering role, and you will be directly involved in the design and development of new features, writing, reviewing and testing code.
- Insist on the highest standards and create functional and engaging features that will delight our users.
- Organise and provide on-call 24/7 rota for the mobile apps and meet agreed SLAs for MTTR
- Provide mentorship and feedback to teammates to make your team the best version of itself. Motivate and encourage everyone to give their best work.
- Report to the Head of Engineering - own the delivery of the in-house and outsourced teams.

You are:

- A self-starter who has a burning desire to use data for good, at a company that creates and manages an essential service to the care sector.
- Someone who enjoys working in a new setup where you will have a key role in defining our processes and solution architecture as we build our platform out.
- Organised and pro-active, with strong attention to detail and willingness to challenge the status quo.
- A natural team player, who enjoys working collaboratively with colleagues to solve new, complex problems.
- Flexible and adaptable, with a "can do" approach and solid problem-solving skills.
- Focused on delivery, with a desire to see what you produce delivering value in the real world.
- Always curious.

You have:

- Bachelor's degree in Computer Science or related field, or equivalent experience.

- 8+ years of software development experience.
- 2+ years of experience managing mobile app engineering teams, incl. people management.
- Good communication skills and the ability to work effectively in a remote team environment.
- Attention to detail – any code that makes it into the product directly impacts the lives of people being cared about.
- Strong computer science fundamentals in object-oriented design, algorithms and data structures.
- Self-starter, analytical and creative.
- Solid familiarity with off-line first UX/UI, analytics and remote user support in mobile apps
- Strong team player with a positive attitude.
- Experience writing clean, testable, high-quality code and designing highly scalable systems in production.
- Familiar with git and/or git-flow, Bitbucket, JIRA, Confluence, Bitrise, Opsgenie, Bugfender.

You may have:

- Expert knowledge of Agile methodologies such as Scrum or Kanban.
- Expert knowledge of Android platform, Kotlin, Java.
- Expert knowledge of iOS platform, Swift, Objective-C.
- Good knowledge of cross-platform technologies such as Xamarin, Flutter and React Native.
- Good knowledge of test automation using Espresso, XCUITest, TestCaffee, AppCenter, Calabash and Ruby.
- Good understanding of material design, WCAG and offline first UX/UI.