CareerCross

Mobile Engineer (iOS) | Cloud Security Service

Fully Remote Work★Side-job OK

募集職種

人材紹介会社
G Talent（ビズメイツ株式会社）

採用企業名
◆ Cloud Security Service Provider ◆

求人ID
1491585

業種
インターネット・Webサービス

会社の種類
中小企業 (従業員300名以下)

雇用形態
正社員

勤務地
東京都 23区, 品川区

給与
600万円 ~ 750万円

勤務時間
Discretionary Work System

更新日
2024年08月27日 15:53

応募必要条件

職務経験
3年以上

キャリアレベル
中途経験者レベル

英語レベル
無し

日本語レベル
ビジネス会話レベル

最終学歴
高等学校卒

現在のビザ
日本での就労許可は必要ありません

募集要項

【About the Company】

The company has created a security camera service that can be easily accessed via Internet. Using video to reduce labor and improve communication. Its use as a content distribution solution that is expanding at various sites, including chain stores and construction sites.
Currently, under the vision of "creating the future from video," they need to acquire data from the video as well as video

distribution.
Therefore, the future of "AI x video data utilization" such as traffic congestion prediction and store visit analysis is being created. A video platform that can be used by any technology and that can be used by anyone from companies to individuals

◎ It is a venture company established in October 2014 ◎
The company developed and provided easy-to-use video services, and in 2017 they achieved the top market share in the cloud camera service industry. Reduce human labor, eliminate human anxiety., generate human time and will continue to pursue smarter cameras.

【Job Description】

【Recruitment Background】
With the vision of "creating the future through video," the company is developing solutions based on a cloud video platform. More than 200,000 cameras are used to solve various issues in a wide range of industries, including the food and beverage, retail, construction, manufacturing, and facilities industries, and the scale of the systems, the number of users handled, and the volume of data is becoming enormous.
The company is looking for engineers to enhance and improve the applications that support those services, add new functions, and develop new solutions based on the cloud platform!

【Department Responsibilities】
Working together with sales, planning, and design, they are responsible for improving existing applications and developing new applications that use cloud camera video. They will pursue a more intuitive and easy-to-use UX for video viewers, and discuss and implement a more efficient camera/video search UI for clients who have installed several hundred cameras. They will also develop functions linked to data other than video, such as AI analysis data and sensor data.

【Main Responsibiltiies】
You will be a member of the iOS development team of the team responsible for developing mobile applications for the company's cloud recording service.

Development, maintenance, and operation of new features for Safie Viewer for Mobile application
AI-based video analysis, GPS-based functions, 360° camera support, etc.
UI/UX development including layout for tablets
Refactoring for ease of maintenance and functionality expansion

【Attractiveness】
Wide range of industries and clients
Participate in development efforts that combine "robust and highly available applications" for B2B and "UI/UX oriented and versatile applications" for B2C

You can be involved in the development of our own products.
All developed products are used for our own services, products, and advanced development, so you will have an environment where you can directly project "users' voices" and "your own ideas and technologies".
You will acquire a wide range of skills unique to our services, such as knowledge of protocols and codecs related to video streaming and development of direct communication with IoT devices.

Deepen your knowledge of UI design and UX improvement
Discuss "easier-to-use UI and UX that solves user issues" with full-time designers, while balancing UI/UX development with technical challenges such as responsiveness and availability.
Communicate with designers using various design tools such as Figma

Exposure to a variety of technical areas allows you to comprehensively improve your skills as an engineer.
The IP Camera Embedded Software, AI/Image Processing, Data Engineering, Cloud Infrastructure, and Web App Development teams exist within the division, and each team is staffed with experts in their respective fields, providing an environment where you can work directly with a variety of technologies and experts.
iOS/Android development engineers work as one mobile team, releasing apps for the same purpose on each platform.
Teams actively exchange technical information and communicate with each other regarding development.

【Development Environment】
Development Languages
Swift, Kotlin, Java
Frameworks and Libraries
UIKit, SwiftUI, Combine, Swift Concurrency, RxSwift
CocoaPods, SwiftLint
Android Jetpack, Kotlin Coroutines, RxJava3, Koin
OkHttp3, Retrofit2, Glide, ExoPlayer, Media3
Jetpack Compose / Navigation
mBaaS
Firebase Messaging / Remote Config / Crashlytics / Analytics
CI/CD / Automated Testing
GitHub Actions, Bitrise, DeployGate
Autify for Mobile, Magic Pod
Communication
Slack, Gather, Google Meet, Backlog
Others
GitHub, Figma, Notion

【Working Hour】

Discretionary Work System

【Welfare】

・Full social insurance
・Commuting allowance
・ Free drink
・ Proximity rent allowance (only for residents within 2 km from the office or within 2 stations)
・ Book purchase assistance
・ Study session, seminar participation fee assistance
・ Multi-department exchange lunch assistance
・ Side work is possible

【Holiday】

・Saturday/Sunday/National Holiday
・Annual Paid Leave
・New Year Holiday
etc.

スキル・資格

【Required】
3+ years of experience developing iOS applications in the Swift language
Experience in a team development environment
Experience in mobile application maintenance and operation in collaboration with planning and designers

【Preferred】
Experience as a team leader, project manager, or product manager
Experience in agile development sites (Scrum development experience)
Experience in architecture selection and design
Experience developing services related to video streaming or delivery
Development of services and products using WebRTC, HLS
Application development using AVPlayer, ExoPlayer, etc.
Knowledge of video codecs such as H.264 and AV1
Declarative UI development experience
SwiftUI, Jetpack Compose
Experience in implementing unit tests
JUnit, XCTest, etc.
Experience in developing IoT services using Bluetooth, USB devices, and other sensors
Experience in embedded software development

会社説明