

Role : Flutter Developer

Exp: 3 to 5 years

#### Responsibilities

- Advance development in Objective C, Swift and Flutter.
- Must Design and build advanced applications for iPhone, iPad and iPod.
- Hands on experience in the full life cycle of iOS application development.
- Build prototypes at tech scoping stage of projects.
- Working closely with another mobile app developer leading the other platform development.
- Deliver across the entire app life cycle concept, design, build, deploy, test, release to app stores and support.
- Gather requirements around functionality and translate those requirements into elegant functional solutions.
- Document errors/crashes, provided resolutions and escalated as needed to resolve issues/roadblocks thus ensuring project deliverables are met on time.
- Works collaboratively and professionally with fellow team mates and other teams to achieve goals.
- Interact with customer on the integration and implementation related activities.
- Apply a sense of urgency, commitment and focus on the right priorities in developing solutions in a timely fashion.
- Create compelling device specific user interfaces and experiences.
- Standardizing the platform and in some cases apps to deliver across multiple brands with minimal duplication of effort.
- Optimizing performance for the apps.
- Experience in working with various analytics tools like Firebase, Adobe.
- Must possess a broad knowledge of mobility, Capital markets and IT systems.
- Explain technologies and solutions to technical and non-technical stakeholders.
- Get secure coding guidelines from their team leads.
- Carryout a thorough test to ensure there is no vulnerability in the source code.