

Mobile Apps Developer

Solving pressing water problems

At HydroLogic Research | Delft we have a great interest in water and environmental issues. We believe that advanced ICT technologies contribute significantly to solving the world's most pressing water problems. Our company is the international research arm of HydroLogic (www.hydrologic.com). We are active in opening up information and knowledge about hydrologic processes in close cooperation with other companies and institutes in various European countries. We help our clients solving urban and rural water problems. For this purpose we develop and apply a variety of novel ICT and computational methods to:

1. Model urban floods and drainage.
2. Manage flood-risk and protect the environment.
3. Integrate Earth Observation (EO) data for flood and drought management.
4. Improve the efficiency of water utilities.

Who we are looking for

Due to the growing number of projects we have a new position available for *mobile apps developer* to lead the design, development and maintenance of Android and iPhone apps. The developer will lead the entire app lifecycle right from concept stage until delivery and post launch support. Apps will be mainly content based and integrated closely with our [HydroNET](#) portal. In addition to delivering the product the successful candidate will be heavily involved in driving the mobile strategy globally.

The new colleague should have essential software skills in mobile apps design and development and enthusiasm for prototyping using a variety of development tools e.g. .NET framework (C#, VB, ASP), Ajax, Java, etc. You should have:

- HBO or University education in information sciences, CS, engineering, physics or similar.
- Commitment to software development from research and prototyping to development of commercial mobile apps.

- Knowledge and practical skills of web-technologies and open standards.
- Proven commercial software development experience – desktop and mobile.
- Published examples of mobile apps on the Android market or on the App store.
- Excellent knowledge in information architecture, human computer interaction and usability design principles.
- A track record of delivering successful consumer and or business products.
- Ability to multi task and good time management skills.
- Excellent scoping and estimation skills.
- Excellent testing/ QA skills.
- Passion for new consumer ICT technology and the emerging media landscape.
- Flexible and entrepreneurial attitude.
- Strong team spirit and interest in Agile methods.
- A structured attitude to designing and developing software solutions.
- Good knowledge of English (Dutch is desirable but not compulsory).

Essential skills

Android -

- Programming skills and proven experience in Java (J2EE/J2ME).
- Experience with the base Android SDK (version 2.0 onward).
- Experience on the use of the platform suggested IDE (Eclipse).

iOS -

- Programming skills and proven experience in Objective-C.
- Experience with the base iOS SDK (Cocoa Touch Layer, Media Layer, Core Services Layer and Core OS Layer).
- Experience on the use of the platform suggested IDE (Xcode, version 3 onward).

- Experience with SQLite, MySQL or similar structured query language for databases.

Windows 8 -

- Programming skills and proven experience in a .NET compliant language (C# preferable, but VB.NET or F# also acceptable).
- Experience with the base Windows Phone SDK (version 8.0).
- Experience on the use of the platform suggested IDE (Microsoft Visual Studio 2010 or 2012).

Common -

- Experience with SQLite, MySQL or similar structured query language for databases.
- Experience with web services integration on client side (SOAP and REST service consumption, JSON and XML parsing).
- Experience in web scripting languages and APIs (Javascript, jQuery, AJAX).
- Comfortable with the joint use of both HTML5 markup and CSS rules for mobile web apps.
- SVN version control system experience (or similar).
- Debugging, error and memory lifetime management skills.

Bonus skills -

- Designing skills (screen layouts, base icon and color use / complementarity, etc.).
- Responsive design skills (using the same code base to adapt to multiple displays resolution and sizes, like CSS media queries).
- Mobile web UI APIs knowledge (jQueryMobile, Sencha, others).
- Cross-platform framework experience (Phone Gap, Xamarin / MonoTouch, others).
- Experience on the use of social media APIs (Facebook, Twitter).
- Code optimization skills.
- Web service implementation and Web app skills with Microsoft technologies (ASP.NET, WCF).
- Microsoft Entity Framework experience.

Main tasks and responsibilities

We are addressing a variety of projects to which you can contribute:

- Acting as lead Android and / or iOS developer.
- Working closely with other developers leading the mobile platform developments.

Are you interested?

Contact dr.ir. Arnold Lobbrecht at: info@hydroresearch.com or call the HydroLogic office in Amersfoort: +31 33 4753535. Please send your motivation letter, CV and additional information such as marking lists of your university to the same e-mail address. This vacancy is open till end of 2013.

- 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.
- Build prototypes at technology scoping stage of projects, for example:
 - Development of web-services to provide [HydroNET](#) data to mobile applications on various platforms.
 - Development of generic codes for mobile phones and tablets with different operating systems for various projects, e.g. [HydroCity](#).
 - Web-based applications of hydro-meteorological information for water management, connected to our real-time [HydroNET](#) web services and using mobile phones and portals as important user interfaces.
- Working along the web developers to create and maintain a robust framework to support the apps.
- Working with the front end developers to build the interface with focus on usability features.
- Create compelling device specific user interfaces and experiences.
- Standardising the platform and in some cases apps to deliver across multiple brands with minimal duplication of effort.
- Optimising performance for the apps.
- Keep up to date on the latest industry trends in the mobile technologies.
- Explain technologies and solutions to technical and non-technical stakeholders.
- Attend and presenting at lead industry events and conferences.

Our offer

- Competitive salary.
- Challenging projects of real-world problems.
- International research and consulting activities.
- Working with international colleagues and clients.
- Inspiring research environment.
- Room for personal growth and development.
- Supervision and coaching by senior staff.
- Mobile working equipment.