

Job title	Software Engineer		
Job family	Technology, Systems & Delivery	Proposed band	C

**Job purpose**

Responsible for implementing effective software and tools for given designs.

- Key responsibilities and accountabilities**
- Develop effective software that meets given specifications
  - Review and give feedback on others' code
  - Write appropriate tests using automated test driven techniques for ensure code quality
  - Integrate the software with monitoring and support tools
  - Support system integration in its operating environment
  - Write and review technical documentation
  - Help to troubleshoot and resolve issues throughout the product life cycle, including out of hours support for incident resolution
  - Participate in the team's agile planning and delivery process
  - Effectively participate in the teams software development methodologies, such as pairing, code and documentation reviewing and continuous delivery
  - Learn new technologies and keep abreast of existing technologies

- Knowledge, skills, training and experience**
- Essential
- Demonstrable experience writing and maintaining robust production software
  - Competence in one or more mainstream development languages and frameworks
  - Competence with one or more mainstream development and deployment tool chains (IDE, SCCS, CI)
  - Knowledge of the web architecture and key technologies (HTTP, DNS, distributed design)
  - Competence in test driven development and broader testing & QA concerns
  - Competence in developing for operational concerns (monitoring integration, performance testing, security considerations)
  - Experience of project working and professional software development processes, including agile
  - Effective collaboration within a team – ability to speak up, challenge, agree and commit
- Desirable
- Experience of database design and use in software applications
  - Takes responsibility for driving tasks to completion

- Understanding of designing & implementing for non-functional concerns
- Worked in a professional software development environment on several projects (including experience in testing, design and release)
- Experience of releasing their software to a production use case
- Participated in reviews and inspections of code (sat with a peer or someone more senior reviewing your code)
- Software Engineering or Computer Science Degree or equivalent

Job impact	
<i>Decision Making</i>	
<ul style="list-style-type: none"> <li>• Reports to Principal Software Engineer or Software Engineering Manager</li> <li>• Tasks are allocated to the job holder by the team lead</li> <li>• Undertakes tasks independently</li> <li>• Independently writes tests to check quality of code</li> <li>• Assesses feedback from reviews and incorporates as appropriate</li> <li>• Troubleshoots independently or with the support of others where necessary</li> <li>• Contributes to the teams iterative and collaborative design and implementation decisions</li> </ul>	
<i>Scope</i>	
Finance:	No financial responsibility
Line Management:	No line management responsibility
Ad-hoc Teams:	Participates in departmental hack days and external ad-hoc events (typically 5 to 20 members)

Other information	
For Reward team use only	
Job Code	
Definition:	Content

*This job description is a written statement of the essential characteristics of the job, with its principal accountabilities, incorporating a note of the skills, knowledge and experience required for a satisfactory level of performance. This is not intended to be a complete, detailed account of all aspects of the duties involved.*



Appendix

There may be sub-sets of the generic job described above which require additional technical skills. This appendix to the generic job description can be developed to cover such situations.

Division	BBC Global News
Reports to (title)	Software Engineering Manager
Location base	London W12, Television Centre

Organisation structure	
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Additional job specific responsibilities and accountabilities
<p>This is an exciting opportunity to work with one of the world's leading news and media organisation on a portfolio of award-winning, global, consumer-facing websites and products. The iOS Software Engineer will be a key member of a vibrant agile development team looking to turn great ideas into engaging digital products while maintaining and improving existing codebases.</p> <p>The Digital Product team in GNL is responsible for several of the BBC's international products including but not limited to:</p> <p><a href="http://www.bbc.com">http://www.bbc.com</a></p> <p><a href="http://www.bbc.com/news">http://www.bbc.com/news</a></p> <p><a href="http://www.bbc.com/sport">http://www.bbc.com/sport</a></p> <p><a href="http://www.bbc.com/future">http://www.bbc.com/future</a></p> <p><a href="http://www.bbc.com/culture">http://www.bbc.com/culture</a></p> <p><a href="http://www.bbc.com/reel">http://www.bbc.com/reel</a></p> <p>International News App</p> <p>International Sport App</p> <p>We want an exceptional iOS developer to work in a multi skilled team on our iOS app development to ensure the continuous delivery of features for our International apps. You will be working alongside mobile developers collectively covering multiple platforms and devices. You will have direct influence on the platform direction working with Product and UX/Design</p>

on new solutions that take the best of BBC and platform design.

The candidate needs to be able to get to grips with our codebase quickly and be experienced enough to work without significant assistance, while also reviewing the work of other team members.

You will be able to use your experience with Apple's Xcode IDE, using both Objective-C and Swift, to implement native and custom UI components to produce a rich user experience, and to ensure security, stability and performance levels.

Knowledge, experience and accountabilities relevant to this role:

- Significant commercial development experience building iOS apps using modern OOP and common iOS design patterns
- Familiarity with Apple tools and frameworks. (XCode, Swift Standard Library, CoreFoundation, UIKit, AutoLayout)
- Familiarity Apple's Human Interface Guidelines for iOS
- Web services integration (REST, JSON) in a mobile environment
- 3<sup>rd</sup> Party SDK integration on iOS
- Experience in custom UI development
- Experience of version control using Git and confidence with Git flow
- Able to produce maintainable code within collaborative environments and distributed teams
- Understanding of accessibility issues and requirements within an app
- Experience with Agile project management methodologies and ceremonies
- Experience implementing unit tests and fluency in the advantages of TDD
- Experience of working within Continuous Integration and Continuous Deployment environments
- Design and implement iOS components to specifications that are secure, performant and stable
- Liaise with product teams to explore and suggest appropriate technical solutions to achieve the required product features while safeguarding security, reliability, scalability and performance
- Work with QA and Operations teams to troubleshoot and resolve issues throughout the life cycle
- To provide time and resource estimates to assist in the planning of projects

Nice to Have

- Experience creating iOS frameworks
- Experience of working on large enterprise mobile applications
- Experience working with advertising technologies
- Understanding of video / media playback technology
- Good understanding of Apple's signing, provisioning and submission process
- Appreciation of Android
- Experience of using Cocoapods

Approval	
Manager	Fatima Arhab, Software Engineering Manager
HR Business Partner	Josie Lake
Date	31/01/19