

Job Description

Android Developer

5-8 Yrs

General Aeronautics specializes in Drone / Unmanned Aerial Vehicle development & deployment for agriculture, medical and defence use cases. General Aeronautics was established to address aircraft design in all its aspects from a comprehensive system-level perspective. The General Aeronautics team is comprised of highly experienced members with many decades of expertise in industry and R&D organizations internationally.

General Aeronautics is looking for an Android developer responsible for the development and maintenance of applications aimed at a vast number of diverse Android devices. Your primary focus will be the development of Android applications and their integration with back-end services. You will be working along-side other engineers and developers working on different layers of the infrastructure. Commitment to collaborative problem solving, sophisticated design, and creating quality products is essential.

Responsibilities

- Translate UI designs and wireframes into high quality android code.
- Design, build, and maintain high performance, reusable, and reliable Java code.
- Ensure the best possible performance, quality, and responsiveness of the application.
- Knowledge of implementing map based applications and various GPS based integrations.
- Integrate with RESTful APIs to connect Android applications to back-end services.
- Deploy apps with offline/online storage, threading, and performance tuning.
- Develop interfaces using Android sensors, such as gyroscopes and accelerometers.
- Proficient understanding of code versioning tools, such as Git, Bitbucket.
- Experience in building DevOps pipelines for testing.
- Deploying test cases using Android Testing Support Library (ATSL) and ensure 100% test coverage. Experience with AndroidJUnitRunner is required.
- Continuously discover, evaluate, and implement new technologies to maximize development efficiency.

Skills

- Strong knowledge of Android SDK, different versions of Android, and how to deal with different screen sizes
- MANDATORY SKILLS : Must have worked with Map based solutions, Video Streaming on Android and have implemented design principles like Material Design or Carbon Design in Android products or solutions.
- Strong knowledge of Android UI design principles, patterns, and best practices
- Ability to design applications around natural user interfaces, such as “touch”
- Knowledge of the open-source Android ecosystem and the libraries available for common tasks
- Ability to understand business requirements and translate them into technical requirements
- Understanding of Google’s Android design principles and interface guidelines
- Work with teams in Agile fashion and collaborate in good development practices

Education

- B Tech / M Tech in Computer Science, Engineering or a related subject.
- BS / MS degree in Computer Science, Engineering or a related subject.
- Proven software development experience and Android skills development.
- Solid understanding of the full mobile development life cycle.

Contact : jobs@generalaeronautics.com