

IOS Engineer (Fully remote)

ScaleUp

Vast

COMPANY PROFILE

Our client is an international software company that acquires successful consumer apps and invests in their continued development and growth.

Its portfolio consists of established applications across health, productivity, cybersecurity, accessibility and mindfulness. Rather than building temporary projects for external clients, the company owns and operates its products. These apps already have proven business models, established user bases and millions of users worldwide.

The organization is profitable and remote-first, with offices in Amsterdam and New York. Its international engineering team is growing rapidly, from five direct engineering reports today to approximately eight or nine in the coming weeks.

Teams are small and autonomous, with a strong focus on ownership, written communication and frequent releases. Engineers work closely with Product and Growth and have considerable influence over both technical decisions and the continued development of the products.

JOB DESCRIPTION

As a Senior iOS Engineer, you will develop new functionality across a portfolio of native consumer applications. Your work will primarily focus on new product features and SDK integrations, with selective refactoring of existing code where it provides clear technical or commercial value.

Because the company acquires existing apps, you will work with different codebases and architectures. You will need to understand decisions made by previous developers, identify opportunities for improvement and introduce new functionality without negatively affecting existing users, subscriptions or data.

Your responsibilities will include:

- Building and releasing new features with Swift, SwiftUI and UIKit;
- Implementing and optimizing subscriptions, in-app purchases and paywalls;
- Working with RevenueCat or Superwall;
- Integrating SDKs for analytics, experimentation and product growth;
- Developing onboarding and subscription conversion flows;
- Building and supporting A/B tests;
- Improving application performance, stability and accessibility;
- Writing comprehensive unit and UI tests;
- Refactoring and modernizing existing code where appropriate;
- Collaborating directly with Product, Growth and other stakeholders;
- Taking end-to-end ownership from technical design through to production release.

You will work in a fast-moving environment where new features are shipped frequently. This position combines hands-on engineering with product thinking and independent technical decision-making.

JOB REQUIREMENTS

We are looking for an iOS specialist who genuinely enjoys building high-quality consumer products and is comfortable taking responsibility without continuous direction.

You have:

- At least four years of professional native iOS development experience;
- Strong professional experience with Swift, SwiftUI and UIKit;
- Deep expertise in at least one Apple framework or specialist area, such as HealthKit, OCR, accessibility, audio, speech, background processing or offline synchronization;
- Production experience with subscriptions through RevenueCat or Superwall;
- Experience implementing in-app purchases and subscription flows;
- Experience with A/B testing;
- Strong experience with unit and UI testing;
- The ability to work comfortably in existing codebases;
- Made a substantial personal contribution to a well-designed B2C application;
- Strong English communication skills;
- The ability to communicate directly with both technical and non-technical stakeholders;
- An independent working style and the ability to own outcomes end-to-end.

Experience with a large-scale e-commerce application can also be highly relevant, provided it involved native iOS development and clear personal ownership.

Additional advantages include:

- StoreKit 2 experience;
- Experience with both RevenueCat and Superwall;
- Experience with applications serving millions of users;
- A personal iOS app or side project;
- Contributions to open-source Swift projects;
- Experience with accessibility or localization;
- Experience building app extensions;
- Knowledge of analytics and experimentation platforms;
- Experience with CI/CD and automated App Store releases.

EMPLOYMENT CONDITIONS

- A long-term, full-time B2B contract rather than a traditional local employment agreement;
- A fully remote position within an international organization;
- Compensation up to approximately \$10,000 per month, or the equivalent in euros;
- Flexibility above the indicated range for an exceptional candidate;
- Significant technical autonomy and end-to-end ownership;
- The opportunity to work on established consumer apps used by millions of people;
- A position focused primarily on new features and innovation, rather than only technical maintenance;
- Direct collaboration with Product, Growth and experienced engineering colleagues;
- The opportunity to work across different applications and specialist Apple technologies;
- No strict geographical preference, provided you can collaborate effectively with the international team;
- A preferred starting date within the next one to two months.

The interview process consists of an introductory call with the VP of Engineering, a practical case study taking no more than two hours and a 30-minute technical review. The use of AI during the assignment is encouraged, provided you fully understand and can explain

your solution. For some senior candidates, an additional final conversation with the General Manager may be included.

Interested? Apply on this vacancy or email your resume to g.vanschagen@haystackpeople.nl

Contact & solliciteren

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