iOS Software Developer

Matter and Form Inc., a brilliant startup looking for brilliant people to join our team, is seeking an experienced iOS Software Developer with expertise in Objective-C and C++. Join our small team of 15 people as we create new and truly disruptive technologies. Here's one of the amazing projects you will be working on, bevel 3D (http://bevel3d.net) - the world's first 3D mobile photography device. Our first award-winning product delivered the world's most easy-to-use and affordable 3D scanner to the consumer and prosumer market. We are looking for experienced, creative, dedicated people that can think problems through and design considered solutions.

The ideal candidate will have 5-10 years of experience developing iOS apps for distribution on the App Store and be knowledgable of 3D math and C++ integration. Matter and Form's technology interprets complex spatial input data and the successful candidate will preferably have experience with or schooling in computer vision, programming 3D environments, and/or higher mathematics. Most importantly, we're looking for someone who takes pride and ownership of their work, and who brings an approach that reflects the values of our company: innovative thinking, energy, excellence and enthusiasm.

Responsibilities:

- iOS application and OS X app development;
- Build easy-to-use client technologies;
- Be involved in all phases of product development from concepts through requirements, use cases, implementation and test-to-live deployment;
- Participate in the analysis, design and development of the product.

Qualifications:

- 5-10 years experience on multiple shipped products with an emphasis on design, user experience, and usability;
- Expertise in Objective-C and C/C++;
- Experience in Mac OS development and development tools (Xcode, Jenkins, OSX Server Bots) an asset;
- Demonstrable ability to quickly ramp up on new technologies;
- Experience or schooling in computer vision, programming 3D environments, and/or higher mathematics;
- Clear communication skills and the ability to work both independently and as a member of a small team;
- BA/BS degree in Computer Science, Engineering or related discipline is preferred but not required.

Technologies:

- Layout and design using Xcode storyboards;
- Core Animation;
- 3D presentation using SceneKit;
- Server integration via OAuth 1.0/2.0 and JSON;
- App management with iTunes Connect;

- In-app data management using CoreData.

Location

The position is located in Toronto, Ontario.

Hours

Full-time, start date immediate.

Compensation

Commensurate with experience

Who we are

Matter and Form is a Toronto-based 3D scanning and technology company. Founded in 2013 after launching one of the most successful Indiegogo campaigns in Canadian history, the company has a mandate to help people do more in their creative, professional and recreational lives. Please visit us at www.matterandform.net for more information on our company and our products.

To apply for this position, please send your resume and cover letter to careers@matterandform.net.