

# iOS Developer

At MapsPeople, we are entering a pivotal chapter of AI-led transformation and growth, shaping the future of spatial intelligence and indoor navigation. To support this journey, we are looking for an experienced iOS SDK Developer who enjoys working closely with others to deliver high-quality, scalable mobile SDKs used in real-world environments. If you are motivated by building robust frameworks, collaborating across platforms, and contributing to technical direction beyond your own code, this role offers the opportunity to make a broad and lasting impact.

## The Role

As an iOS SDK Developer, you will be a key contributor to our mobile platform, with a focus on building and evolving our iOS SDKs. You will work closely with other SDK engineers, platform teams, and cross-functional stakeholders to ensure our mobile initiatives are cohesive, scalable, and well-executed. Your influence will extend beyond implementation. You will help drive alignment, contribute to architectural decisions collaboratively, elevate team-wide practices, and support an environment where the entire team can succeed.

## What You Will Do

- Implement new features in our existing iOS SDK, written in a combination of Swift and Objective-C
- Maintain and improve the current SDK by fixing bugs and strengthening overall stability
- Migrate legacy code from Objective-C to modern Swift, improving maintainability and performance
- Contribute to the development of a new SDK version, written primarily in Kotlin Multiplatform, with a Swift-facing API
- Build and maintain binding layers that expose the native iOS SDK to Flutter and React Native
- Optimise map rendering and performance using Mapbox Maps and/or Google Maps
- Collaborate closely with teammates to ensure consistent architecture, shared ownership, and high engineering standards

## What You Bring

- 5+ years of professional experience working with iOS codebases in Swift and Objective-C
- Strong understanding of interoperability between Swift and Objective-C, including limitations and best practices
- Solid general programming skills; UI and app development experience is helpful but not the primary focus

## Key Skills

- Experience with SDK / framework development, rather than app-only development
- Strong understanding of modular design and maintainable architectures
- Experience with Swift Concurrency
- Experience with React Native and Flutter, including both app-side and plugin development
- Hands-on experience migrating codebases from Objective-C to Swift
- Experience using AI tools and LLMs to support development workflows

## Programming Languages & Tools

- Strong proficiency in Swift and Objective-C
- Familiarity with Dart (Flutter) and/or TypeScript (React Native) is an advantage
- Experience with Kotlin is appreciated
- Daily tools include Xcode, Git, Jira, and Confluence

## What You Get

- We are at an inflection point. Our platform powers indoor navigation for 25,000+ buildings worldwide, and demand continues to grow. With growth comes increased complexity—more

integrations, more use cases, and more technical challenges.

- This role is a strong fit if you want to:
- Work with cutting-edge spatial computing and AI technologies
- Build software used by millions of people navigating physical spaces
- Join a global team shaping the future of indoor digital experiences
- Have a direct impact on engineering direction, particularly within our iOS platform
- Opportunities for professional growth and career development
- A diverse, international work environment with strong collaboration across teams
- A supportive and dynamic workplace with a strong team culture
- Competitive salary and benefits package

Ready to help shape the future of mobile indoor navigation?

Apply now to join MapsPeople as our next iOS SDK Developer.