



# SOFTWARE ENGINEER, MOBILE CLIENT

## About Us:

Storms is imagined and built by an international team of veterans from the gaming and tech industries, and has been secretly incubated by the largest telecommunication groups in Asia: Singtel (Singapore), SK Telecom (South Korea), and AIS (Thailand).

## About the Role:

We are looking for a seasoned Mobile Client Software Engineer to join our Mobile Client team, and you will be reporting to our Mobile Client Lead.

## What you will do:

- Lead a set of work packages/features in a project
- Work as part of a Build-Run team, including teams of external vendors, developers and architects to guide and assist in delivering business requirements
- Take ownership of the solutions, their architecture and non-functional qualities in production and design and develop new components

## What you have:

- 5+ years of development experience
- BSc in Computer Science or other relevant field
- Knowledge of the following:
  - JAVA, Kotlin, C++, React Native Development
  - Object Oriented Programming
  - Android development experience
  - Build automation (Gradle/Maven + Bamboo)
  - IDE (Eclipse, VisualStudio, Android Studio, etc)
  - Test Automation (Jest, TestNG, Appium)
  - Source-control knowledge. Eg. GIT, Perforce. Branching, pull, push, commits, etc.

*At Storms, we believe that everyone has something to contribute, and we welcome people from all backgrounds who are looking to enable a powerful and inclusive gaming community. If you have the passion, curiosity and collaboration spirit, join us in getting better together and let's STORM the gaming world.*

*Note to Recruitment Agencies: Storms is currently only reviewing resumes from agencies we have partnered with, and have engaged specifically for the role. Storms will not be responsible for payment of recruitment fees for hiring candidates whose resumes were submitted to our employees without Storms' prior approval.*