

WORK ON A NEW KIND OF CHILDREN'S APP

(and get paid for it!)



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We are seeking an iOS developer with physics-based animation/game authoring experience and the ability to help characters that have been created using lo-fi elements (cut paper and fabric), to come to life within the digital space. Candidate must have a minimum of one year experience in app development with some published apps under their belt. Must pay acute attention to details both interactive and visual, and be able to work with our team to create a compelling, fresh, and engaging interactive experience.

REQUIREMENTS:

- + Minimum one year experience in app development
- + Experience with physics engines, UIKit, and iOS
- + Experience creating games with UIKit, pure OpenGL (2D) or Cocos2D
- + Fluency with Core Animation and OpenGL (2D) and the tradeoffs of each
- + Experience in using performance optimization tools
- + Solid understanding of iPhone/iPad Application development process
- + Acute attention to details and ability to work closely with design to create an engaging interactive experience
- + Experience with iOS audio and sound classes a plus
- + Experience using Git (GitHub) for version control a plus

DETAILS:

- + Immediate start
- + Work to be performed on a contract basis
- + Work to be done offsite (at your own location) with check-ins via iChat, Skype, etc
- + Contact me for compensation specifics

TO APPLY:

**PLEASE EMAIL CV / QUALIFICATIONS / WORK SAMPLES TO
JULIANNA@CARDAMOM.WS**