



Mobile Software Engineer TV & Online Content

Reports to: Mobile Lead, Streaming & Digital Products

Direct reports to this position: N/A

SBS Values, Vision and Purpose

The Mobile Software Engineer is responsible for undertaking their work in a way that reflects SBS's Charter, Vision and Values and complies with relevant SBS policies, procedures and practices. At SBS, we expect you to be audience obsessed, be bold and brave, embrace difference, participate fully and ensure that we look out for one another. We are all working together to fulfil SBS's purpose and create a more cohesive society.

Division Purpose - TV & Online Content

To make SBS Australia's most distinctive media organisation focused on delivering a clear promise to our audiences, to inspire them to seek out different perspectives, to feel a sense of connection, belonging and empowerment.

Role Purpose

SBS has developed a coveted reputation for being one of the most distinctive and diverse media organisations in the world. We celebrate and explore diversity, contribute to social cohesion and enrich the lives of all Australians through meaningful and engaging content. Our audience is growing, and we are looking for an experienced Mobile Software Engineer with a strong background in Apple platforms to contribute with the development of our iOS and tvOS applications - SBS On Demand..



This is a full-time 12-month contract opportunity with possibility of extension.

About the role

You will be joining a progressive organisation with a team of mobile, backend and frontend Developers, Product Managers and UX designers.

You will contribute as a highly autonomous Mobile Software Engineer with great coding skills in Swift developing for Apple platform.

You will also work closely with Product Owners and UXD experts to help them build new features for SBS On Demand apps

It's a great opportunity to join a motivated team working with cutting edge technologies, whilst doing it for the greater purpose of the Australian community.

The role is open for remote working from across all of Australia. You need to have Australian working rights to be considered.

About you

The right candidate for the role will have strong experience in Apple platforms, with a deep understanding of the mobile ecosystem. Experience working with video streaming applications will be highly regarded. You will be experienced working within an agile team to ensure we are prioritising the delivery of high-quality products.

This is a unique opportunity to combine your interest in media and entertainment with your drive to innovate and achieve results. In return you can expect a supportive environment within a dynamic media organisation.



Main Responsibilities

Main tasks of the role

- Develop code on Apple platforms: iOS & tvOS
- Ensure the quality of the mobile applications by performing code reviews, testing, and troubleshooting.
- Work on JIRA tickets to deliver new features or fix bugs.
- Write tech documentation.
- Refactor legacy code where necessary.
- Contribute with the App solution architecture.
- Contribute with implementation of projects.
- Collaborate with cross-functional teams, including product managers, designers, and other developers to define requirements and develop user-friendly and engaging mobile experiences.
- Work closely with stakeholders to understand business needs and requirements.

Minimum requirements of the role

- Minimum 3 years software engineering experience in a relevant role
- Experience in mobile application development using Swift and SwiftUI.
- Familiarity with design patterns like MVVM, Clean Architecture.
- Experience with TDD method of writing code.
- Experience with RESTful API integration.
- Experience with Agile methodologies.
- Ability to prioritise and manage multiple tasks and projects simultaneously.
- Experience with software development tools such as Git, JIRA, etc.
- Experience with mobile app analytics, performance optimisation, and continuous integration.
- Strong problem-solving and debugging skills.
- Basic understanding of UI/UX design principles.

Desirable requirements of the role

- Previous experience working on Video on Demand applications.
- Experience on cross-platform solutions using Kotlin Multiplatform.
- Experience with tools like Firebase.
- Proven architectural design skills and able to find creative scalable solutions to difficult problems.
- Bachelor's degree in computer science or a related field.
- Experience with build tools such as Bitbucket Pipelines, Bitrise, GitHub Actions, or similar.

Key relationships with other roles and external stakeholders

- Product Manager
- Agile BA
- UXD
- QA Analyst
- Mobile Lead
- Head of Engineering



Key Capability		
Capability	Level	Behaviour
<u>Coaching</u>	Self	 Is self-aware and understands own barriers to learning Shows willingness to overcome personal challenges to learning Improves performance by applying new skills Seeks regular feedback Identifies performance barriers in peers Applies active listening with patience and openness Knows when and how to use open and closed questions Exhibits a coaching style when working with others
Adaptability and Flexibility	Self	 Smoothly handles multiple demands and shifting priorities Deals with interruptions positively Modifies approach to suit different people Is open to different points of view Copes with organisational change positively Deals with a minimal degree of ambiguity in own role
Influence and Persuasion	Self	 Uses reason, data, facts and figures to express ideas and opinions Provides well-reasoned arguments Presents features and benefits of an idea, plan, product or service Is persuasive when required Identifies points of agreement and/or disagreement Clarifies understanding & seeks commitment States own point of view whilst acknowledging & respecting the views of others
<u>Innovation</u>	Self	 Generates original solutions to problems Contributes to creative thinking and ideas Makes suggestions to refine current processes and procedures to create optimum efficiency Participates in the implementation of new processes and procedures that improve current performance
Interpersonal Sensitivity	Self	 Is attentive towards others and seeks to understand the viewpoint of others (in terms of perspectives, attitudes, interests and position) Recognises the needs and motivations of others Is sensitive to verbal cues in one-on-one interactions Is sensitive to non-verbal cues in one-on-one interactions Understands implicit and explicit emotions Is respectful towards others & provides a reassuring presence
Learning Orientation	Self	 Takes part in organised learning and development opportunities Recognises ideas that are similar to their own Readily assimilates new information Benefits from information and structured approaches to learning Learns affectively from own experiences, both positive and negative

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Seeks feedback on own performance

Workplace Health & Safety

In relation to Work Health & Safety, you must comply with your safety responsibilities as detailed in relevant Acts, Regulations, Standards, Codes of Practice and the SBS Safety Management System (SMS)

All workers are required to:

- Take reasonable care for own safety and safety of others
- Cooperate with policies and procedures and directions from management with regards to health and safety
- Where hazards are identified, report them to line manager and take corrective action where able
- Report all work related incidents to line manager within 24 hours of occurrence
- Ensure workers, visitors and clients are:
 - made aware of their WH&S responsibilities
 - have received adequate safety induction and other WH&S information, instruction and training to enable them to conduct their work safely
 - follow safe work practices

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