



## JOB DESCRIPTION

**JOB TITLE:** Android Applications Engineer

**REPORTS TO:** IoT Innovation Lead

**DEPARTMENT/LOCATION:** Rotherham sites

### MAIN PURPOSE OF THE JOB:

To take responsibility for the development and maintenance of applications aimed at a range of Android devices including mobile phones and tablet computers. Your primary focus will be development of Android applications and their integration with back-end services. You will be working alongside other engineers and developing different layers of the infrastructure. Therefore, a commitment to collaborative problem solving, sophisticated design, and the creation of quality products is essential.

### KEY RESPONSIBILITIES

- Design and build applications for Android platforms using reusable and reliable Kotlin code.
- Ensure the performance, quality, and responsiveness of applications.
- Collaborate with a team to define, design, and ship new features.
- Identify and correct bottlenecks and fix bugs using Jira.
- Help maintain code quality, organisation, and automation.
- Working closely with Validation Team to diagnose and resolve issues.

### KEY SKILLS / EXPERIENCE

#### Essential

- Demonstrable 3+ years experience working with Android applications technology.
- Thorough understanding of connective technology and versioning control such as Git.
- Familiarity with RESTful APIs to connect Android applications to back-end services.
- Understanding of Android design principles and interface guidelines.
- Complex problem solving.
- Familiarity with cloud messaging APIs and push notifications.
- Confidence in using Jetpack Compose toolkit for UI building.
- Ability to construct useful UI/unit tests to test feature sets across the applications.

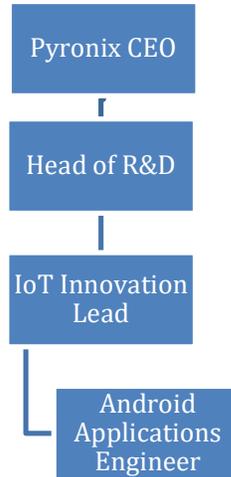
#### Desirable / Non-Essential

- Bachelor's Degree in Computer Science or related field.
- Knowledge of AWS services including CodeCommit and IoT Core.
- Knowledge of other web technologies and UI/UX standards.
- Knack for benchmarking and optimization.
- Understanding/experience of Dev Ops for Android specific pipelines.
- The ability to review and provide feedback on Pull Requests as well as resolving merge conflicts safely.





## ORGANISATION CHART



## CONTEXT

Since the business was founded in 1986, Pyronix has remained a leader in the UK Intruder and Hold-Up Alarm System (I&HAS) industry. We have a strong team of over 150 employees, with 40 dedicated technical staff in R&D/Engineering. We produce a large suite of electronic products throughout the security space in high volume, in excess of 120,000 units per month.

We are recruiting for this role to secure the delivery of our technical development programme.

We are looking for an individual who; enjoys a challenge; the opportunity to work with experienced R&D/Engineering staff who have led the way in their field; see their own ideas develop quickly from concept to finished product; and seeks personal development via both internal and external opportunities.

We are open to reviewing applications from all levels of experience as long as a majority of the essential requirements are met. Those who are interested in IoT; Mobile App Design; External Connectivity (BLE, NFC, TCP/IP); Interacting with Cloud-connected systems, at a hobbyist or previous academic level would be ideal for this role. In the event a candidate would like to show us some of their home projects, we'd be keen to see them!

## WORKING PATTERN

- 37.5 hours per week
- Flexible working pattern with core hours of 9am to 3.30pm, Monday to Friday available after following successful probation period.
- Onsite presence required daily from the start of the role, hybrid working may be considered following successful probation period.





## WORKING RELATIONSHIPS

### a) Internal within the Company

Colleagues (R&D Team Leaders; Project Managers; and Engineers) – as part of R&D Team  
App Team – direct colleagues as part of App and Cloud Team  
Cloud Team – direct colleagues as part of App and Cloud Team

### b) External to the company

Hikvision (parent company) – as collaboration

