Developer for Mobile Game

Looking for an app developer who loves games and cranking out great code. The ideal person has a strong programming background and experience with mobile iOS apps. The ability to stick with and complete projects quickly (on deadline) is very important.

The game is a funny one with some edgy content so if you have a decent sense of humor then that’s great. The concept is not a traditional one where things are moving around and interacting on-screen, but instead more of a game where the players will receive instructions from the game, complete a task in real life, and then return to interact with the game again. In that sense the programming part will be a little lighter, though quite a bit of information will be moving back and forth between app and database. The concept, interface, and art are all complete, which we’ll go over if we decide to sit down.

Compensation will be in the form of equity, though some pay may be provided if the situation requires it.

And for the requisite bulleted list:

- Strong programming background, knowledge of objective C/Swift
- Experience with code-based layout
- Strong backend coding and knowledge of proper database design
- Experience with in-game chat, push notifications, in-app purchases, and app submission guidelines a plus

Email your CV and any portfolio links to: sdmobilegame@gmail.com