

## **Why should Google hire you as iOS SDK developer?**

I have been writing code using Apple's native language Swift for about two years and have strong understanding of working with different third party frameworks and Libraries. During My development career I have been a huge fan of Google products. For instance in my social networking apps I use Google's Real time database (Firebase) and the current beta version of auto scaling database (Firestore) as well as many services from Google Cloud Platform (GCD).

Using Google products in most of my projects helped me to understand better most of the Google Cloud Platform services and most important the way Google iOS Developers structure their code and the third part Libraries they like to use.

Google iOS SDK that I frequently use includes FirebaseAuth, Firebase Storage and Firebase Firestore. Apart from this one I also use other Google SDK occasionally depending on the need. Since I am still using products from Google for my apps there are some features which I would like to implement or add to some of the SDK and help to maintain the existing codebase.

Also I have experience making UI both in pure code and Interface Builder this experience made me choose pure code over Interface builder because of merge conflicts which were occurring when I tried to push changes to my remote Github repository and high memory and CPU usage of the hardware. After reviewing code base from Google SDK I realized that even Google developers prefers pure code over Interface Builder therefore there will no be time wasted for me to learn the architecture and code style which already exist in the legacy Google iOS SDK.

Apart from working with Google products I also have experience working with other SDK from other companies such as FacebookLogin iOS SDK and third part libraries such as IGListKit from Instagram, Texture (AsyncDisplayKit) from Pintrest and many other libraries. Therefore I can easily link third part libraries to Google iOS SDK if needed. For instance while working with Google's FirebaseAuthUI Library I realized that it also uses FacebookLogin SDK and Twitter Login SDK to help developers who are using Firebase as a backend service for their apps and of course I have used both of these tools in my apps too hence my experience with other third part libraries will help the team to deliver faster.

I believe due to the fact that I have been exposed to Google Software products and I have experience working with iOS SDK from Google , then I will be able to cope with the new working environment and continue the good work which is currently being done by Senior developers to deliver quality iOS SDK to be used by other native iOS developers all over the World.