YALE UNIVERSITY

Center for Biodiversity and Global Change
Max Planck - Yale Center for Biodiversity Movement and Global Change
Map of Life & Half-Earth Project

MOBILE APP DEVELOPER (iOS and Android)

Work Location
Remote work will be considered. On-boarding in New Haven, Connecticut is required.

Position
4-6 month fixed term. Monday to Friday, 37.5 hours per week. Part-time extension beyond that time possible.

Position Focus
We are seeking a Mobile App Developer to develop the next version of the Map of Life Mobile App. This is a unique opportunity to work in a collaborative environment and dynamic team that is developing technological solutions for conservation and research.

Map of Life (MOL) aims to support effective and global biodiversity education, monitoring, research and decision-making by assembling and integrating a wide range of knowledge about species distributions and their dynamics over time. Built on a scalable web platform geared for large biodiversity and environmental data, MOL provides best-possible species distribution information together with a range of data and biodiversity indicator products. These products in turn underpin analytics and mapping for the Half-Earth Project.

The MOL Mobile App delivers a digital field-guide for tens of thousands of species worldwide to the palm of your hand, and can be tailored to your GPS location. Naturalists everywhere around the world submit their species observations, with many sightings recorded for undersampled places and species, providing crucial information for conservation research and management. Available in six languages and tens of thousands of users worldwide, the app serves as an important citizen science platform for filling in biodiversity data gaps worldwide. The American Association of School Librarians named it the best app for Teaching & Learning in 2016.

The ideal candidate will be comfortable with developing native mobile apps for iOS and Android, writing efficient code and documentation. The Mobile App Developer will create new iOS and Android applications based on UI/UX requirements and mockups.

Responsibilities:
The Mobile App Developer will report to the Senior Software Engineer and will drive the development of the new MOL Mobile App. They will work collaboratively with a team of developers and researchers to create an elegant, modern new mobile app to provide a seamless user experience for citizen scientists to explore spatial biodiversity data and contribute to Map of Life's growing database.

Required Education and Experience:
Minimum Bachelor's degree and minimum two years of experience in mobile app development.

Position requirements:

- Demonstrated experience developing custom native mobile apps.
- Experience developing geospatial applications.
- Experience with Google Cloud Platform.
- Experience with hosted platform-as-a-service systems such as Google App Engine and CARTO.
- Experience developing geospatial applications.
- Demonstrated record of documentation through GitHub and workflow optimization.
- Basic proficiency in Unix-based systems.
- Resourceful and able to solve problems in an organized and logical manner.
- Ability to plan, organize and manage a large volume of varied work in a complex, fast-paced environment. Ability to multi-task, prioritize, and work under pressure to meet deadlines. Ability to concentrate and perform with interruptions. Excellent time management skills. Excellent attention to detail and accuracy.
- Excellent written and oral communication skills.
- Demonstrated experience working independently and as part of a team.
- Eligible to work in the United States.

Preferred skills:

- Experience working with geospatial biodiversity data.
- Strong technical skills and relevant experience with Python and Shell scripting.
- Background in computer science.

To apply, please send your CV and cover letter as a pdf to jobs@mol.org, subject “Mobile”. The position will remain open until filled.