

Foreign Principal Inari Software Designing- Kuwait needs applicants for the following positions:

1. Web Developer

Web Developer having more than 5 years' experience with proficiency front-end and back-end technologies. Must have experience in:

- WordPress theme development - must build custom themes from scratch and can work with the existing project.
- Experience in PHP, Code Ignitor.
- Mobile Friendly and responsive WordPress theme.
- Converting PSD to HTML Templates.
- Integration of data storage solutions
- Front-end code experience with JavaScript, HTML, CSS, LESS, XML and coding for desktop and mobile main web browsers including support of responsive sites
- Having Knowledge of CRM Integration with WordPress
- Good grip on jQuery, AngularJS and be able to create beautiful animations and custom slide shows.

You must showcase some of your work and be fluent with all front-end tools, especially on PHP frameworks and WordPress, HTML5, and responsive application development.

- Should be able to work by your own.
- Should be able to handle tight timelines.
- Working with any third-party APIs (SOAP, JSON and REST APIs)

You will be experienced in delivering websites from concept all the way to completion from the bottom up, fashioning everything from the home page to site layout and function.

EDUCATION:

Bachelor's degree in computer sciences, software engineering. Will consider lower degrees if the candidate project achievements are outstanding.

Very good English, fluent will be preferred.

Working days from Saturday to Friday

Working hours from 9:00 to 18:00

2. IOS Developer

Will be responsible for multi-faceted software development, integration, and application building across the entire project life-cycle for the online portfolio, you will lead the building of customer facing native iOS applications. You will also work with internal and external data sources and API's, Familiarized with mobile platform Application Programming Interfaces (API), troubleshooting issues with minimal guidance, identifying bottle necks in existing workflows and providing solutions for a scalable, defect-free application, must have knowledge of Mobile application UI/UX design, Cross-Platform App Development, Back-end Computing, have knowledge of C# and Java, end-to-end mobile development entailing concept, design, build, deploy, test, release to App Store and support services, Strong Experience with Swift and iOS SDK.

- * Design and build Enterprise Native iOS Apps for iPhone and iPads
- * Create and document SOP for iOS App development and maintenance
- * Ensure the security, performance, quality, and responsiveness of applications
- * Collaborate with a team to define, design, and ship new features
- * Help maintain code quality, organization, test automation and unit testing.

Experience:

- 5 +years iOS development experience

- 5+ years of Objective-C and SWIFT
- Familiarity with RESTful APIs to connect iOS applications to back-end services
- Understanding of Apple's design principles and interface guidelines
- Familiarity with cloud message APIs, push notifications
- Previous experience working within e-commerce, API integration and payment solutions, and payment gateway integration

Platforms & languages:

- Strong knowledge of Objective-C / Swift 4.
- Knowledge in PHP, and back end technologies.

EDUCATION:

Bachelor's degree in computer sciences, software engineering. Will consider lower degrees if the candidate project achievements are outstanding.

Very good English, fluent will be preferred.

Working days from Saturday to Friday

Working hours from 9:00 to 18:00

3. Android developer (Senior)

The Mobile App Developer (Android) will be responsible for design, development and delivery of native Android mobile applications. Agile development experience is preferred.

The role requires native mobile development experience with Android universal applications and Android watch. Strong technical knowledge, coupled with in-depth experience working with REST services, is required.

Essential Duties and Responsibilities:

- Collaborate and work creatively with the UX and UI team.
- Review and approve all mid-level design documentation.
- Be able to manage risks and deliver quality software on schedule.
- Produce high quality, maintainable and scalable software.
- Maintain coding standards and participate in peer code reviews.
- Ensure architectural principals and standards are maintained across your code and project lifecycles
- Participate in technical assessment, scoping and management of changes to the code-based on new business requirements, product enhancements and other change requests
- Provide timely defect analysis, remediation, and reporting.
- Review security testing reports/results and remediate potential vulnerabilities in a timely manner.

Experience:

Minimum 5 years of experience in developing, implementing, and maintaining solutions using the Android technology stack, including Android Studio, Java, or Kotlin.

Experience in creating technical documentation

Experience with Lean Processes.

Knowledge, Skills, and Abilities:

- * Deep understanding of UI patterns such as MV* is required
- * Working knowledge of User Datagram Protocol (UDP) is desired
- * Ability to recognize issues in existing software and put together improvement plans is required

- * Strong analytical and problem-solving skills are required
- * Working knowledge of Internet protocols and web server communications, including HTTP, TCP, Web Sockets, etc.

EDUCATION:

Bachelor's degree in computer sciences, software engineering. Will consider lower degrees if the candidate project achievements are outstanding.

Very good English, fluent will be preferred.

Working days from Saturday to Friday

Working hours from 9:00 to 18:00

4. Graphic Designer/ Animator

In this job vacancy with Inari Software, you will work as part of seeking a creative, organized and detailed individual to work on a full-time permanent basis to create appealing fresh conceptual designs including 2D and 3D to create production ready, highly accurate, dense hard surface models that will be used for ideation and visualization purposes (both still and animation) for different sectors.

Key Qualifications:

- 3+ years of experience in 2D and 3D computer graphics production environment.
- Expert at creating highly-detailed, fully-textured polygonal models in Maya
- In-depth experience with creation of 2D textures, UV unwrapping, and development of highly-detailed material
- Highly proficient in Photoshop and general 3D Visualization
- Excellent communication skills when working with other 3D artists and team leads on a coherent visual style
- Outstanding attention to detail and a passion for quality and artistic excellence

Description:

- As a 3D modeler, you will be an integral part of a team of dedicated professionals working on a variety of product visualization and different fields across various media sectors and channels
- You need exceptional technical abilities to troubleshoot advanced 3D modeling issues, create highly accurate models, and have a deep understanding of UV unwrapping and material development
- In addition to these technical abilities, you must be deadline-driven and possess excellent problem solving, organization, and interpersonal skills
- 3+ years of relevant experience working on design projects or with a team
- Knowledge of InDesign, Photoshop, Illustrator, Acrobat, Video Editing programs and/ or MS Project software (Excel, Word, PPT)
- Excellent document design and graphic design skills (typesetting, photography)
- Video editing
- Experience with lighting, rigging, or animation is a plus
- Experience building tools and plugins with Python and C+ is a plus
- Z-Brush, Mari, Mudbox, Substance Designer/Painter experience a plus
- Model optimization for real-time assets is a plus

Education:

BA/BS degree or equivalent practical experience.

Working days from Saturday to Friday

Working hours from 9:00 to 18:00

**Foreign Principal HOLOTEQ GROUP, a world-wide smart solutions provider in Doha Qatar.
They are in need for 3DGENERALIST, VFX ARTIST with the following skills and requirements:**

- Minimum 2 years production experience in VFX/film, games, or marketing
- Ability to troubleshoot and execute a broad range of 3D software tasks including modeling, UV layout, and texturing.
- Proficient knowledge of Maya
- Strong sense of composition, light, and color
- Strong technical skills and ability to learn new software/ techniques quickly
- Ability to thrive as a member of the team
- Strong ability to multi-task, organize, and problem-solve while keeping a calm demeanor under tight deadlines
- Excellent communications skills and attention to detail

We know that your good university produces graduates with this position's. If you have former students who have graduated with same course kindly recommend our agency and please to contact me directly and for interested and qualified applicants, they can send their CV'S to email address: aglmsi0415@gmail.com or farrah.aglmsi@gmail.com.

They can also call us up on this mobile numbers: +63917-312-7079 or +63947-893-9074