

MProoV

Company:

L.A. startup with huge potential that is starting to raise initial funding. One co-founder is a successful senior executive that has helped scale a number of tech businesses. The other co-founder was a recent NCAA tennis champion who has also helped companies scale their operations. The business is empowering people to reach their goals - a self-improvement platform and marketplace for all verticals, starting with tennis and quickly broadening out to other verticals. Think MasterClass but actionable and mixed with gamification elements similar to (Animal Crossing, The Sims).

General requirements:

Can work well in an early stage, fast-paced, unknown, and changing startup environment. Smart, hard-working, and collaborative (with founders, advisors and co-workers). Experience is not as necessary at this stage since the company has a number of senior tech advisors. We are looking for smart people with excellent problem-solving skills who are ambitious and want to be on the ground floor of a start-up company in Los Angeles.

*Athletic background is a plus but not necessary (as initial vertical is in sports).

*Experience with platforms, marketplaces, gamification and/or task management a plus

*We don't need to recreate the wheel on much of the functionality, so the ability to incorporate 3rd party coding

Front end developer: iOS (Swift, objective C), Android (Java), Web (js, react or angular js), CSS, hybrid (flutter, react native)

*Responsible for programming UI design and creating a seamless user experience

*Testing / Debugging

*Experience with game-like user interfaces a plus

Back end developer: python, sql, cloud tools (aws, google cloud, etc)

*Creation of system architecture

*Candidate should be able to design, architect and implement a full backend from scratch

*Management of data storage

*Creation of algorithm that takes in inputs from front-end and is able to output actionable tasks for improvement

UI/UX Designer: design software (figma or similar)

*Understanding of user and creation of addictive UI/UX so that people want to improve and reach their goals

*Responsive design

*Primarily mobile, but website as well

*Will be the most challenging component of this platform. UX/UI must be fun, intuitive, and useful.

*Creative and confident enough to take a risk on a design that does not currently exist

*Game-like experience of either creating or carrying out addictive tendencies to complete tasks a major plus

How To Apply

Please send intro email and resume to both cthompson123@gmail.com and deanstackel@yahoo.com