



PHILIPP FAHLTEICH

SENIOR MOBILE DEVELOPER

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in /philipp-fahlteich

github.com/Faltenreich

🏠 writingbits.de/software

LANGUAGES

German (Native)

English (Level B2)

Kotlin ●●●●●

Java ●●●●○

Swift ●●●●○

Dart ●●●○○

Groovy ●●○○○

JavaScript ●●○○○

FRAMEWORKS

Android ●●●●●

iOS ●●●●○

Flutter ●●●○○

Kotlin Multiplatform ●●●○○

SCRUM ●●●●○

TOOLCHAIN

Git ●●●●○

Gradle ●●●●○

CI/CD/CD ●●●○○

I am specialized in mobile development: from the drawing board to the implementation up to the publishing and maintenance. I am as comfortable with new projects as I am with historical software. My aspiration is Clean Code.

In my spare time, I discover new technologies and develop proof of concepts that potentially become full-fledged projects. I release these as open source and further develop them in close contact with the community.

EXPERIENCE

Software Engineer

x-root Software GmbH

05/2016 - Today

Design, planning, development, publishing and maintenance of over 20 applications for e-commerce, real estate, semiconductors, smart home, thermal services, construction industry and traffic safety, among others.

Agile working in dynamic teams, iterative and reflective. Evaluation, decision-making and implementation of new technologies.

Training of colleagues and supervision of final theses or university projects.

Android, Kotlin, Java, iOS, Swift, Flutter, Gradle

Working Student

x-root Software GmbH

04/2015 - 04/2016

Maintenance of existing projects and supporting development of new mobile applications targeting e-commerce, monitoring and sports.

Master thesis on data logistics by implementing a continuously operating Android service that is still running today.

Android, Java, iOS, Swift, Objective-C

Working Student

Cubeware GmbH

10/2012 - 03/2015

Maintenance and further development of a B2B client server platform in the Windows environment and a mobile client for iOS.

Bachelor thesis on a web service that makes existing mobile clients offline-capable.

.NET, C#, C++, iOS, Objective-C



TECHNOLOGIES

Interaction

Imperative-, Declarative UI

Material Design, Theming

Interaction Design

Communication

Firebase, Parse Server

Push, Cloud Script, Social Login

REST, GraphQL

Bluetooth, NFC, GPS, Camera

Data

SQL, SQLite, NoSQL, Object graph

Synchronization, Migration

Serialization, PDF-, CSV-Export

Quality

Clean Code, -Architecture

Domain-, Event-, Behavior Driven

MVVM, MVC, Reactive

Dependency Injection, Mocking

Unit-, Instrumentation-, UI Testing

Static code analysis, Linting

Clean Code as guiding light

Open Source as mentality

github.com/Faltenreich

EDUCATION

M.Sc. in Computer Science *Datenlogistik am Beispiel eines kontextgebundenen Musikwiedergabedienstes für mobile Clients*
Hochschule Rosenheim
2016 Master thesis

B.Sc. in Computer Science *Konzeption eines plattformunabhängigen Dienstes für mobiles Offline-Reporting in einer bestehenden webbasierten Business Intelligence-Infrastruktur*
Hochschule Rosenheim
2014 Bachelor thesis

PROJECTS

Diaguard
10/2013 - Today
Android app for people with Diabetes mellitus, published on Google Play and F-Droid

SkeletonLayout
02/2018 - 10/2020
Android library for the Skeleton View-pattern, published on MavenCentral, formerly on JCenter

Watchfacer
05/2016 - 08/2016
Watchface for Android Wear 2, published on Google Play

and more
Plugin for Kotlin Multiplatform Mobile
Client-server-application using Parse Server
Flutter client requesting multiple REST APIs
Python application for Raspberry Pi
Static website using Jekyll

PUBLICATIONS

01/2021 Finalist at the bytes4diabetes-Award
06/2020 In a test summary of CHIP
12/2018 In a test summy of GIGA
01/2017 Article on Diabetiker.Info
07/2015 Article on GesünderNet
02/2015 Second place in a test of FOCUS Diabetes
09/2014 Article of Information About Diabetes