

Felix Kirmse

HEAD OF ENGINEERING

東京都昭島市福島町 3-18-3 エトワール 305

☎ +81 80 6896 1337 | ✉ mail@felixkirmse.com | 🌐 felixkirmse.com | 📱 felixkirmse

Summary

I am feedback-driven and results-oriented, prioritizing cross-communication between different projects and the product managers, while also acting as a shield for engineers against unreasonable demands.

Experience

Retail AI

Tokyo, Japan

HEAD OF ENGINEERING

Apr. 2022 - PRESENT

- Manage growth and performance of **~40 software engineers** in **9 teams** across Japan and China.
- Introduced new way of **reviewing performance** of software engineers that focuses on letting non-technical upper management understand and **visualize the growth** of each engineer in a given review cycle, as well as their contributions.
 - Added a second review to the year to provide more frequent feedback to engineers.
 - Feedback gathered from the engineers during these reviews are used to further modify processes.
- Oversee creation of a new team and product that decreased loss related to the SSC.
- Provided **on-call fast response** in cases of system failures, analyzing log files and establishing communication between CS and developers, reducing average response times from 12 hours to 30 minutes.
- Re-structured teams and introduced team leads/lead devs in each team to handle the **scaling challenges** that come with a higher total amount of engineers while creating new leaders.
- Coaching of managerial techniques to new managers in other departments.

ENGINEERING MANAGER

Apr. 2021 - Apr. 2022

- Manage growth and performance of **~20 software engineers** in **4 teams** across Japan and China.
- Overhaul and introduce the development cycle by splitting sprint plannings per team and **teaching** the engineers how to effectively estimate workload for a sprint.
 - **Reduce** time spent in meetings by **3 hours in a 14 day period** for non-team lead engineers
 - Increase overall team velocity by 30%.
- Created and introduced a proper process for releasing new versions for our smart shopping cart, defining key people and communication points from idea inception all the way to rolling out the app in stores.
 - Reduce occurrence of failed launches by 90%.
 - Increase accuracy of time estimations for a version update.
- Work very closely with PdM and lead developers in business planning meetings to balance feasibility and time and established **strong communication** between different projects and teams.
- Act as **technical advisor** anytime someone needed some help or wanted to review a technical solution they came up with.

Code Chrysalis

Tokyo, Japan

SOFTWARE ENGINEERING MANAGER / CURRICULUM OWNER

Mar. 2020 - Apr. 2021

- Manage a team of 4 software engineers who also have to fulfill and balance the instructor's unique role.
- Ensure the team is motivated and, and members can achieve personal growth (technical/soft skills).
- Keep the bi-lingual curriculum competitive in an ever-changing market in Japan and the world.

LEAD EDUCATIONAL SOFTWARE ENGINEER

Nov. 2017 - Mar. 2020

- Creating and delivering coding curriculum in **JavaScript and GoLang**.
- Creating a fully featured LMS (Learning Management System) from scratch that powers the schools daily life:
 - Full **GitHub** repository management catered to the needs of a coding school.
 - Automated GitHub PR reviews for students using self-made **CI**.
 - Technologies used: **JS, TS, TypeORM, GraphQL, Vue, C#, and Docker**.

Anton Paar OptoTec GmbH

Hanover, Germany

SOFTWARE ENGINEER

Sep. 2013 - Nov. 2017

- Creating the software in **C#** powering the optical measurement devices MCP 100/150 and the Abbemat 3X00 line.
- Responsible for maintaining, extending, and providing third-level support for 10 distinct software projects in various languages and frameworks, including **C++11, Visual C++, Python, and WPF with C#**.
- Administration of **JIRA, Confluence, and TeamCity** to set up and change projects and workflows to enable **agile development** for the teams.
- Training new software engineer employees and students, making sure they find a place in the team.

the a-team GmbH

Berlin, Germany

WEB DEVELOPER APPRENTICE

Jan. 2011 - Aug. 2013

- Feature development for travel agency CMS using **PHP**

WEB DEVELOPER INTERN

Aug. 2010

Education & Certifications

Certified Information Technology Professional (FE)

Manila, Philippines

PHILNITS

May 2017

- Certified for passing the "Fundamental Information Technology Engineer's Examination", also known as 基本情報技術者試験.

Computer Science Expert - Subject Area: Software Development

Berlin, Germany

IHK BERLIN, ATTENDED SCHOOL: OSZ IMT

Jan. 2011 - Aug. 2013

- Apprenticeship title acquired after 2 years of work & school

Skills

Programming	TypeScript, JavaScript, C/C++, C#, Python, LaTeX, HTML5, CSS, PHP
Technologies	Docker, Postgres, GraphQL, Centrifugo, Vue, React, .NET, WPF, Mono
Principles	Pair Programming, TDD, CI/CD, Agile Development, Code Reviews, Scrum, TDD, Code Reviews, Version Control
Workflow Tools	Jira, Confluence, Git, Notion, TeamCity, Polarion, Plastic SCM, DaVinci Resolve 16, iZotope RX 8,
Languages	German (Native), English (Bilingual), Japanese (Intermediate Conversation)