Christian Grail

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I'm a Software Engineer and I love to develop great user interfaces
I have developed apps in Swift, Java, C#, and JavaScript

EXPERIENCE

SAP, Germany — *Software Development Architect*

JULY 2016 - PRESENT

Lead a scrum team as a development architect to build microservices for a cloud-native payroll solution. Drove the e2e test efforts for 10+ teams.

Worked on the persistence and UI of SAP Inscribe a handwriting and ML based conversational digital assistant for the iPad developed in Swift.

Developed 3D AR/VR big data exploration tools like Data Encounter.

Developed a popular open source Browser Extension within SAP.

Speaker at conferences like WeAreDevelopers, SAP TechEd, JavaLand, JAX, iOS Conf Singapore, Google DevFest, Take Off Conf and AngularMix.

SAP Silicon Valley, USA — *Software Development Architect*

FEBRUARY 2014 - JUNE 2016

Lead a scrum team as a development architect to develop microservices for SAP Build a set of tools to prototype, design, validate and build apps.

Developed apps like SuccessFactors People Profile and Simple Finance.

Speaker at conferences like EclipseCon and O'Reilly OSCON.

SAP, Germany — *Senior Software Developer*

JULY 2008 - JANUARY 2014

Developed UIs and services for the git-based bug fixing and SDLC process.

Led trainings for topics like unit testing, TDD, clean code and JavaScript.

ICW, Germany — *Software Developer*

SEPTEMBER 2006 - JUNE 2008

Developed UIs and reusable components for a Java-based CRM system.

Kaufland, Germany — *Software Development Internship*

JANUARY 2002 - AUGUST 2002

Developed Adobe Flash-based games for a web based training system.

EDUCATION

SRH University Heidelberg: *Computer Science and Economics*

September 2003 - September 2006

SKILLS

JavaScript
React/Angular/SAP UI5
iOS app development in Swift
Cloud-native development
Java
Node.js
Architecture/system design
ABAP
Clean code
Unit testing
Contract testing
Test-driven development
End-to-end test automation
Git/Perforce/Subversion
Rapid prototyping
Design thinking
Software dev life cycle (SDLC)
Augmented reality (AR)
Virtual reality (VR)
Public speaking

MORE ABOUT ME

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