



# Philip Heltweg

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## SUMMARY

I am a digital product enthusiast. With a solid technical background I am interested in how teams develop great products and how to help them. I love working with diverse teams on interesting projects, keeping a high level overview and otherwise empowering those around me to do their best work. I am a firm believer in agile project management practises and building MVPs, then iterating based on user feedback.

## SKILLS

- Product management (Scrum/Agile, Communication with stakeholders, Product definitions)
- Engineering Leadership (Software architecture, Research, Code reviews, Mentoring)
- App/Frontend Development (Typescript, React/Redux, Ionic/Cordova)
- Devops/Backend Development (NodeJS, Java, Postgres, Kubernetes, Docker)
- Software Engineering Process (CI/CD, Git, Automated testing)

## WORK EXPERIENCE

### Founder, isselthal industries UG

Cologne — April 2019 - current

Full stack software development and product development, especially in the gaming/esport sector.  
<https://isselthal.industries>

### Senior Product Owner, Turtle eSports Technology GmbH

Cologne — February 2018 - April 2019

As product owner I created the mobile development team inside Turtle. I defined product goals and coordinated resources from multiple teams. Managing a team included guiding the transition from one big development group into smaller, more focused teams. With the founding of the mobile team I also was able to guide completely new products from planning to MVPs and later on complete release.

### Achievements

- Oversaw multiple new products from planning until market entry
- Coordinated workload and created visibility across multiple teams
- **ESL Play App** (<https://play.eslgaming.com/play-app>): Bringing ESL's grassroots competition platform to mobile devices. Challenges include making the very complex Play product accessible to new users on mobile devices.
- **ESL Event App** (<http://event.eslgaming.com/app>): A companion app for visitors of ESLs worldwide stadium events. Development required a lot of communication e.g. with internal event management or external partners like Valve.

### Lead Developer & Product Owner ESL Mobile, Turtle eSports Technology GmbH

Cologne — March 2015 - February 2018

### Full Stack Software Developer, Turtle eSports Technology GmbH

Cologne — January 2013 - March 2015

## EDUCATION

### In progress: Master of Science, Practical Computer Science

University of Hagen — 2020 - estimated completion in summer 2021

### Bachelor of Science, Information Systems

University of Münster — 2009 - 2012