

# Chris Pahl

## Software Engineer & Linux Expert

Software Generalist • Quick & hungry learner • Hates complexity •  
Loves mentoring • Hobby Open Source developer • Team player &  
independent • Well organized • Looking for remote work



## Work Experience

### Head of Software Architecture

⌚ April 2025 – Present

- Overview over Cloud infrastructure, IT-Security and general architecture decisions & review of architecture proposals.
- Re-design data transmission to use higher compression ratios, better scaling and much smaller performance needs.
- Still working as Engineering Manager for Embedded as well, e.g. with porting our OS to CM5 or migrating to Zephyr on STM32H7.

✉️ German Bionic GmbH

📍 Augsburg, Germany

### Engineering Manager Software

⌚ May 2022 – April 2025

- Managing a team of up to 5 people (Cloud and Embedded)
- Driving architectural decisions for Cloud & Embedded.
- Implementation of monitoring & alerting infrastructure based on Prometheus and Grafana for both device fleet and Cloud.
- Firmware maintenance (e.g. kernel update) to support new product generations and development of completely new products.
- Further hiring of developers and scaling up teams.
- Tooling to do the annual 360° Feedback Evaluation.

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### Senior Software Developer

⌚ September 2021 – May 2022

- Heavily refactor backend codebase inherited by a contractor to fit requirements by cutting it down to a third of its size.
- Build infrastructure for data analysis using a data lake on AWS S3 and NATS-based services to upload sessions as CSV files.
- Interviewing, onboarding & mentoring of new hires and interns.
- Design and implementation of a RPi-based hardware box, guiding workers through the production process using a Web frontend.
- Debugging of critical & difficult issues, like sudden freezes.

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### Software Developer

⌚ April 2019 – September 2021

- Design and Implementation of »exOS«, an atomically updateable, embedded Linux distribution based on Yocto for the Raspberry Pi, using OSTree and u-boot with small footprint and fast boot time.
- Design and Implementation of different firmware services in Go (UI, Telemetry, Monitoring, Control System interaction and more).
- Implemented an animated, vectorgraphic UI-Framework using libcairo with many custom widgets and dynamic frame rate.

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## Skills

### Languages

German



English



### Programming

Go



Shell



C/C++



Python



Elm



### Operating System

Linux



Zephyr



macOS



Windows



### Disciplines

Optimization



Debugging



Cryptography



Distributed Computing



Architecture



Testing



### Fields

Backend



Embedded



Frontend



Infrastructure



Data Science



