

Chris Pahl

Software Engineer & Linux Expert

Software Generalist • Hates complexity • Loves learning & teaching
• Hobby Open Source developer • Team player & independent • Well organized • Made enough mistakes to be good in debugging • Looking for remote work



Work Experience

Head of Software Architecture

□ April 2025 – Present

✉ German Bionic GmbH

📍 Litzendorf, Germany

- 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.

Engineering Manager Software

□ May 2022 – April 2025

✉ German Bionic GmbH

📍 Augsburg, Germany

- 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.

Senior Software Developer

□ September 2021 – May 2022

✉ German Bionic GmbH

📍 Augsburg, Germany

- Heavily refactor backend codebase inherited by a contractor to fit requirements by cutting it down to a third of its size.
- Integrate Modems, WiFi and other hardware into our Firmware/OS.
- 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.

Software Developer

□ April 2019 – September 2021

✉ German Bionic GmbH

📍 Augsburg, Germany

- 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



