

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

German Bionic GmbH

April 2025 – Present

Augsburg, 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

German Bionic GmbH

May 2022 – April 2025

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

German Bionic GmbH

September 2021 – May 2022

Augsburg, Germany

- 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.

Software Developer

German Bionic GmbH

April 2019 – September 2021

Augsburg, Germany

- Design and Implementation of »exOS«, an atomically update-able, 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



- Building Infrastructure to manage a fleet of devices, including OTA assignment, metadata CRUD and per-device configuration.
- Development & testing of firmware updates with fixes & features.

Open Source Developer

📅 September 2018 - April 2019

📍 Augsburg, Germany

- Working on brig (self employed; see Projects below)

Python Engineer

🔗 [adnymics GmbH](#)

📅 February 2017 – September 2018

📍 Munich, Germany

- Developed a highly configurable recommendation engine that chooses products based on order, history, toplist and many more.
- Debug & support issues on customer side and make debugging easier using Grafana dashboards and Email-Notifications.

Workshops & Presentations

Psychology in Software development

📅 2025 / 🔗 Slides

List of common cognitive bias and other bugs in our brain software.

The 10 debugging commandments

📅 2025 / 🔗 Slides

Presentation about hard debugging problems and how solve them.

Go & Linux Quiz

📅 2024 / 🔗 Slides

Various fun-focused quizzes about Go pitfalls, Bash and Linux.

Performance & Optimization

📅 2023 / 🔗 Slides

Optimization tricks, CPU architecture, Allocations, I/O, Concurrency

Bash & Shell Programming

📅 2021 / 🔗 Slides

Bash & Linux intro. Crowd Programming on a QR-Code PDF generator.

Git & die Wolke

📅 2019 / 🔗 Slides

Basic git intro to teach mechanic/electronics colleagues git & GitHub.

Open Source Projects (Selection)

timeq

🔗 [Fast & persistent priority queue](#)

📅 2023-now

📍 GitHub

- Simple & yet highly optimized; used in embedded devices.
- Uses memory mapped I/O with very low memory consumption.
- Written in readable & well tested Go, roughly 3k LOC.

brig

🔗 [Secure, versioned file sharing based on IPFS](#)

📅 2016-2019

📍 GitHub

- Using Content Addressed Storage to allow several versions of a file.
- Secure & compressed transmission using fast streaming engine.
- FUSE filesystem allows easy & seamless access to remote files.
- 50k LOC, Written in Go, additional Web frontend in Elm.

rmlint

🔗 [Fast duplicate file cleaner for Unix](#)

📅 2010-2020

📍 GitHub

- Highly parallelized hashing and sieving of candidate files.
- UI (»Shredder«) implemented with GTK+ and Python.
- Written in C, roughly 20k LOC.

Education

MSc (ø 1.4) Computer Science

📅 2014 – 2016

📍 Augsburg, Bayern

BSc (ø 1.8) Computer Science

📅 2010 – 2014

📍 Hof, Bayern

Tools & Libs

Web & Cloud

HTML • CSS • Bootstrap • Elm • HTTPS • OpenAPI • gRPC • JWT • Caddy • Hugo • AWS EC2 / ECR / IAM / S3 • zxcvbn

Databases

PostgreSQL • SQLite • TimescaleDB • Influx • Redis • NATS / JetStream • Badger

Monitoring/Alerting/Tracing

Grafana • Prometheus • Loki • Jaeger

Embedded

RaspberryPI CM3/CM4s/CM5 • STM32H7 • u-boot • Yocto • OSTree • ATtiny85 • QEMU • MQTT • systemd

Daily Tools

WoodpeckerCI • docker • git • docker compose • Neovim • Typst • Bash / Zsh • Cap'n Proto • Sway • btrfs • ssh • jq • make • task • CBOR

Hobbies

Table tennis • Cooking • Tattoos • Metal • Hiking • Biking • Books • Computers (surprise) • Art • Cats

Articles

- **2016:** »brig«: Ein Werkzeug zur sicheren und verteilten Dateisynchronisation. 🔗 (PDF, German)
- **2014:** Algorithmik und Evaluation des Musikempfehlungssystems libmunin. 🔗 (PDF, German)