



# PHILIPP FAHLTEICH

SENIOR MOBILE DEVELOPER

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🏠 writingbits.de/software

## LANGUAGES

German (Native)

English (Level B2)

Kotlin ○○○○○○

Java ○○○○●

Swift ○○○○●

Dart ○○○●●

Groovy ○○○●●

JavaScript ○○○●●

## FRAMEWORKS

Android ○○○○○○

iOS ○○○○●

Flutter ○○○●●

Kotlin Multiplatform ○○○●●

SCRUM ○○○○●

## TOOLCHAIN

Git ○○○○●

Gradle ○○○○●

CI/CD/CD ○○○●●

I am specialized in mobile development: from the drawing board to the implementation up to the publishing and maintenance. I am as comfortable with new projects as I am with historical software. My aspiration is Clean Code.

In my spare time, I discover new technologies and develop proof of concepts that potentially become full-fledged projects. I release these as open source and further develop them in close contact with the community.

## EXPERIENCE

### Software Engineer

x-root Software GmbH

05/2016 - Today

Design, planning, development, publishing and maintenance of over 20 applications for e-commerce, real estate, semiconductors, smart home, thermal services, construction industry and traffic safety, among others.

Agile working in dynamic teams, iterative and reflective. Evaluation, decision-making and implementation of new technologies.

Training of colleagues and supervision of final theses or university projects.

Android, Kotlin, Java, iOS, Swift, Flutter, Gradle

### Working Student

x-root Software GmbH

04/2015 - 04/2016

Maintenance of existing projects and supporting development of new mobile applications targeting e-commerce, monitoring and sports.

Master thesis on data logistics by implementing a continuously operating Android service that is still running today.

Android, Java, iOS, Swift, Objective-C

### Working Student

Cubeware GmbH

10/2012 - 03/2015

Maintenance and further development of a B2B client server platform in the Windows environment and a mobile client for iOS.

Bachelor thesis on a web service that makes existing mobile clients offline-capable.

.NET, C#, C++, iOS, Objective-C



## TECHNOLOGIES

### Interaction

Imperative-, Declarative UI  
Material Design, Theming  
Interaction Design

### Communication

Firebase, Parse Server  
Push, Cloud Script, Social Login  
REST, GraphQL  
Bluetooth, NFC, GPS, Camera

### Data

SQL, SQLite, NoSQL, Object graph  
Synchronization, Migration  
Serialization, PDF-, CSV-Export

### Quality

Clean Code, -Architecture  
Test Driven, Behavior Driven  
MVVM, MVC, Reactive  
Dependency Injection, Mocking  
Unit-, Instrumentation-, UI Testing  
Static code analysis, Linting

*Clean Code as a guiding light*

*Open Source as raincoat*

*github.com/Faltenreich*

## EDUCATION

**M.Sc. in Computer Science** *Datenlogistik am Beispiel eines kontextgebundenen Musikwiedergabedienstes für mobile Clients*  
Hochschule Rosenheim  
2016  
Master thesis

**B.Sc. in Computer Science** *Konzeption eines plattformunabhängigen Dienstes für mobiles Offline-Reporting in einer bestehenden webbasierten Business Intelligence-Infrastruktur*  
Hochschule Rosenheim  
2014  
Bachelor thesis

## PROJECTS

**Diaguard**  
10/2013 - Heute  
Android app for people with Diabetes mellitus, published on Google Play and F-Droid

**SkeletonLayout**  
02/2018 - 10/2020  
Android library for the Skeleton View-pattern, published on MavenCentral, formerly on JCenter

**Watchfacer**  
05/2016 - 08/2016  
Watchface for Android Wear 2, published on Google Play

and more  
Plugin for Kotlin Multiplatform Mobile  
Client-server-application using Parse Server  
Flutter client requesting multiple REST APIs  
Python application for Raspberry Pi  
Static website using Jekyll

## PUBLICATIONS

01/2021  
06/2020  
12/2018  
01/2017  
07/2015  
02/2015  
09/2014  
Finalist at the bytes4diabetes-Award  
In a test summary of CHIP  
In a test summy of GIGA  
Article on Diabetiker.Info  
Article on GesünderNet  
Second place in a test of FOCUS Diabetes  
Article of Information About Diabetes

