

## SKILLS

- Management: **Forming** development teams  
Leading **international, distributed** development teams  
Setting up and improving processes (Scrum, Kanban, QA)  
Introducing a **scalable interviewing process**
- Software Development: **Java**: mobile development with the **Android SDK**  
**Python**: Rest services with Flask  
**AWS**: Rest Services with Serverless Framework, Lambda, Api Gateway  
**Firebase**: Analytics, Crash Reporting, Functions, A/B Testing  
**RaspberryPi**: Mobile web app for remote controlling a DMX light scenery  
**Objective C**: iPhone app development with XCode  
Unix-Shell: **sh, bash** for small scripts, controlling servers in the Amazon cloud, video encoding, parallel execution of long running tasks on hundreds of workstations  
**OpenGL**: basic knowledge from PyOpenGL, Android  
**Testing**: unittest, Robolectric, Robotium, Espresso, Mockito
- Version Control Systems: **Git, Mercurial, SVN, CVS**
- Tools: Android Studio, XCode, PyDev, Eclipse, SourceTree, Charles Proxy, Wireshark, Traceview, Hierarchy Viewer, Postman, Jenkins, Jira, Redmine, Genymotion
- Languages: German (native)  
English (fluent)
- Nationality: German
- Education: Informatik (Computer Science) Universität Paderborn  
Major: Embedded Systems, Minor: Economic Sciences  
2002 – 2008
- Project Group Paderkicker 6: Robo-Soccer in the RoboCup Midsized League

## EXPERIENCE

July 2017 – Now

App development, hiring support, toolstack setup, design and implementation for exposing APIs to the public internet for a mid-size e-commerce company in Munich. Besides improving the existing Android App, I supported with interviewing and hiring developers and set up the CI for building, testing, deploying to PlayStore and monitoring related services.

In order to access internal data from the apps, I suggested and implemented several backend services based on AWS, Python and serverless.

We improved the overall PlayStore ratings from ~3.4 stars to >4.8 stars in one year.

January 2017 – June 2017

Client and Server development for YouRide (ride-sharing startup).

Created Light and Video control for a new car prototype. Built with a Raspberry Pi using DMX as the transport protocol. Separate video client for showing videos on the car displays. Controllable from tablets via WiFi.

Parental leave.

January 2016 – December 2016    Technical Lead Android Development

Architecture and development of an internal framework for mobile development for a big insurance company. It included multiple components for quick reuse in apps of company subdivisions. Focus on quality, customizability, performance and documentation. Development with Android Studio, Git, Gradle, Maven, Jenkins, Unit- & UI-Testing.

July 2015 – December 2015      Contractor

Working on a famous Car-sharing platform based on Android. This includes software development as well as improving the team and build processes.

February 2013 - May 2015      1&1 Internet AG  
Head of Mobile Development Android & Mobile  
Messenger

I had the disciplinary leadership of our Android development team with 6 developers. Until 05/14 I was temporarily leading the iOS team of 5. My responsibilities included recruiting, coaching and personal development, creating technical concepts and to be the interface to other development teams.

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Since 06/14 I was leading a Mobile Messenger project with 9 developers in addition to the Android team. The project involved backend development in Erlang and Java, besides the Android and iOS clients. The Erlang part was developed in our Bukarest office, everything else was done in Munich.

June 2011 - February 2013

1&1 Internet AG  
Android Tech Lead

I started as an iOS developer, developing Apps for the brands WEB.DE, GMX and Mail.com. Since July 2011 I am technical lead of the Android development for the same range of applications but on the Android platform.

January 2009 - May 2011

match2blue software development GmbH  
Teamlead Frontend-Development  
([www.match2blue.com](http://www.match2blue.com))

At my first position after graduating from university, I had several areas of responsibility. At the beginning, I was the sole Android developer, tasked with porting several iPhone and JavaME applications to Android. From September 2009, I was also developing iPhone and iPad applications for our customers. From January 2010 on I acted as a technical lead for the frontend development. This included Android, BlackBerry and iPhone development.

## FORMER PROJECTS

September 2008

Development of the board game Laska on Android

<https://play.google.com/store/apps/details?id=com.android.laska>

Laska is a board game similar to checkers created by former chess champion Emanuel Lasker. I implemented this game as an Android App. The most interesting part of it was creating the machine learning for the computer opponent. The game can be played in three levels of difficulty or in a multiplayer mode over Google+. Laska has been released to the Android Market in December 2008. Because of Laska, I came into the **Device Seeding Program for Top Android Market Developers** in March 2010.

Java, Eclipse, Mercurial, Android SDK

July 2007 - August 2007

Fachhochschule Gelsenkirchen

Developed an online update system that updates a windows application over HTTPS. The update procedure was transparent for the user and should not interrupt him while using the software.

VMware sessions were used for checking the update system on the most important Windows versions and to create a virtual client/server scenario.

Eclipse, PyDev, OpenSSL, M2Crypto, CVS, VMware

July 2005 until December 2007

Development of the Freeware-Tool: rK DemoWatcher

<http://www.pumpt.net>

The rK DemoWatcher is a tool for easy access to UT2004 and UT3 demos. Demos are recorded matches, for example from tournaments that other gamers can replay. The application got over 30.000 downloads within one year, not including mirrors, and was widely accepted as the standard for its use case.

Eclipse, PyDev, CVS, WxPython, Inno Setup