

Ulrich Scheller

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SKILLS

- Software Development: **Kotlin**: mobile development with the **Android SDK**
Python: Flask, FastAPI, data processing
AWS: Rest Services with Serverless Framework, SAM, Lambda, API Gateway, DynamoDB, RDS, CloudWatch
Java: mobile development with the **Android SDK**
Firebase: Analytics, Crash Reporting, Functions, A/B Testing, Performance Monitoring
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: Grundkenntnisse durch PyOpenGL, Android
Testing: unittest, Robolectric, Robotium, Espresso, Mockito, TDD
- Management: Leading **international**, **distributed** development teams
Setting up and improving processes (Scrum, Kanban, QA)
Introducing a **scalable interviewing process**
- Version Control Systems: **Git**, **Mercurial**, **SVN**, **CVS**
- Tools: PyCharm, Android Studio, IntelliJ IDEA, SourceTree, Charles Proxy, Wireshark, Traceview, Hierarchy Viewer, Postman, Jenkins, Jira, Grafana, Kibana, Genymotion
- Languages: German (native)
English (fluent)
- Nationality: German
- Education: Diplom-Informatiker
Universität Paderborn
Major: Embedded Systems, Minor: Economic Sciences
2002 – 2008
- Project Group Paderkicker 6: Robo-Soccer in the RoboCup Midsized League

EXPERIENCE

April 2021 – September 2021

neXenio
Luca App

Android Development for the well-known Luca App. I introduced the CI, Unit Testing and Automatic Play Store Uploads. Besides, I took care of test coordination, releasing, feature development and bug fixing.

March 2021

SinnerSchrader
BMEIA

Mobile App for an Austrian Ministry for supporting citizens in cases of crises.

December 2020 – February 2021

Thermal Map - <https://thermik.pumpt.net>

Visualization of thermals on a map, based on position, date, time and height. Scraping and processing of 450 GB of GPS track data from public websites with Python. Indexing and hashing allow for quick access to the right piece of data. The web server is implemented with FastAPI and hosted on AWS (terraform).

July 2017 – September 2020

Zooplus
Android and AWS Developer (Contractor)

Software development, hiring support, team building, and architectural work for Zooplus (and bitiba), the European market leader in the online retailing of pet supplies. The main KPIs improved significantly, starting from a 4% revenue share of the mobile apps to over 20% of a much higher overall revenue at the end. We increased the average PlayStore ratings from ~3.4 stars to >4.8 stars in the first year. For external, secure access to the customer and product data, I have introduced, developed and operated a technical solution based on AWS, serverless, terraform, Lambda, API Gateway, Python and Flask. With around 2 Million daily requests it has become the backbone for the Mobile Apps. I created additional services based on similar technology with DynamoDB and RDS.

Development of the mobile Android Apps for Zooplus and bitiba with Kotlin and Java: For a long time I was the only Android developer in the team. Set up and maintained

the Continuous Integration based on Jenkins, including monitoring of all relevant services and test automation.

I was a member of the company-wide Application Core Group and the Technology Core Team, working on standards and guidelines.

January 2017 – June 2017

Various projects

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.

January 2016 – December 2016

Allianz Managed Operations and Services
Technical Lead Android Development (Contractor)

Architecture and development of an internal framework for mobile development. 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

iteratec
Software Developer (Contractor)

Worked on the Car-sharing platform DriveNow. It was not about the Mobile App but the in-car solution which was based on Android. This included 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 have been 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 have been technical lead of Android development for the same range of applications but on the Android platform.

January 2009 - May 2011

match2blue software development GmbH
Teamlead Frontend-Development

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 iPhone and JavaME applications to Android. In addition, I implemented the scripts for bootstrapping new server instances on AWS EC2.

Since September 2009, I have also been developing iPhone and iPad applications for major customers like Lufthansa.

From January 2010 on I became the technical lead for frontend development, including Android, BlackBerry and iPhone.

September 2008

Development of the board game Laska on Android

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 machine learning for the computer opponent. The game can be played in three levels of difficulty or in a multiplayer mode over Google+.

Laska was 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