

Carsten Knoblich

Lead Mobile Developer & Software Architect with 10+ years experience

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Core Skills

Technology & Concepts

- Mobile software development; iOS, Swift, Objective-C
- Mobile app security; iOS security Best Practices, security audit, OWASP MASVS
- AWS architecture and IT transformation; DevOps, micro services
- (Process-)Automation; Continuous delivery & -deployment; Fastlane, Jenkins, CircleCI
- Agile development; Scrum, Kanban, Lean development as well as hybrid-forms
- Understanding of different stages in software life cycles

Personal Skills

- Experience to lead cross-functional teams and oversee the needs of all stakeholders in multi-disciplinary projects
- Candidate assessment and technical interviews
- Able to go deep into technology as well as simplified – according to target audience
- Team player; Mentoring, team development
- Problem solving with a mix of Best Practices and lean software development
- Critical thinking

Occupation

Professional

12/2021–now **Freelance**

Senior Mobile developer (iOS), Klarna Bank AB, remote

- Implementation of native components within the ReactNative Klarna application
- Knowledge transfer on app architecture and testing
- **Technologies:** Swift, Objective-C, ReactNative

10/2021–10/2021 **Freelance**

Senior Mobile developer (iOS), Hybrid Heroes GmbH, remote

- Implementation of native Dashboard Widgets for the RBB24 app
- **Technologies:** Swift, SwiftUI

07/2021–09/2021 **Freelance**

Lead Mobile developer (iOS), IBM Germany AG, remote

- Knowledge transfer on automation and testing
- Thread modeling
- Development of the CovPass app (UI and Accessibility)
- **Technologies:** Swift, CommonCrypto, PDFKit, Accessibility

08/2020–07/2021 **Freelance**

Senior Mobile developer (iOS), SAP AG, remote

- Development of the German Corona Warn App (CWA)
- Technical lead for the automation/CI pipeline
- Mobile app security & crypto implementation
- **Technologies:** Swift, CommonCrypto, Apple Exposure Notification SDK, Fastlane, Protobuf

03/2020–07/2020 **Freelance**

Senior Mobile developer (iOS), NAS Smart Platforms GmbH, remote

- App development to be used for a German public transport company
- Design and development of shared code libraries to be used across two companies
- Mobile API design & review
- **Technologies:** Swift, UIKit, Combine, Fastlane, Python scripts

11/2019–02/2020 **Freelance**

Senior Mobile developer (iOS), Deutsche Post IT Services GmbH, Berlin

- Design, Development & Testing of new products to access & maintain the new generation of "Packstation" pick-up locations (iPhone and iPad)
- Knowledge transfer and active maintenance of automated software testing & deployment
- **Technologies:** Swift, UIKit, CoreBluetooth, Python scripts, Fastlane & Xcode Bots for continuous integration

05/2019–11/2019 **Freelance**

Lead Mobile developer (iOS), DKB Code Factory GmbH, Berlin

- Design, Development & Testing of a white label credit card app to be used by Porsche, Lufthansa and others
- Defining and implementing common standards in cross-functional teams (Credit Card & Banking app)
- Knowledge transfer and active maintenance of automated software testing & deployment
- **Technologies:** Swift, UIKit, CoreData, Python scripts, Fastlane & Jenkins for continuous integration

10/2018–04/2019 **Freelance**

DevOps Engineer, Boehringer Ingelheim, remote/Ingelheim

- Deployment of infrastructure using a multi cloud environment
- Agile scripting within DevOps framework
- Run, test, adjust and create blueprints according to (inhouse) client's needs
- **Technologies:** Azure, Terraform, InSpec, Ruby, Jenkins

07/2018–10/2018 **Freelance**

Research Spike, vitaliberty GmbH, remote/Mannheim

- Research spike on advanced mobile topics (iOS; Health, Siri)
- Prototype and framework development (iOS)
- Team mentoring on automation and testing
- **Technologies:** Swift, HealthKit, SiriKit, Fastlane for continuous integration

09/2017–07/2018 **Freelance**

Software Architect, EY (Ernst & Young GmbH), remote/Berlin/Freiburg

- Requirements analysis & architecture for a mobile-based e-learning platform
- VR project using Unity & Gear VR (Android)
- Mobile development (iOS)
- Web/Backend development (Python/Django)
- Designing and development of AWS-based systems & prototypes
- **Technologies:** Swift, Unity 3d, Fastlane for continuous integration

01/2017–08/2017 **Permanent**

Senior Consultant, EY (Ernst & Young GmbH), Berlin/Freiburg

- Enabling teams for mobile prototype develop- & deployment; requirements analysis
- Frequent knowledge transfer with external teams and partners across the organization
- Architecture requirements assessment & interface design between corporate backend(s) and SAP HANA
- Active participation in the Enterprise Architects community; knowledge transfer enterprise/start-up architectures & DevOps
- TOGAF trained
- **Technologies:** AWS (EC2, DynamoDB, RDS, S3, Lambda, Polly, Lex, etc.), Swift, Python

09/2016–12/2016 **Freelance**

Software Architect, remote/Berlin

- Mobile development (iOS)
- Consulting and development of AWS-based systems
- General IT consulting; requirements analysis, testing and automation of mobile applications
- **Technologies:** Swift, AWS (EC2, DynamoDB, RDS, Lambda, ApiGateway, etc.), Python

09/2015–10/2016 **Permanent**

Lead developer, Two Bulls GmbH, remote/Berlin/Melbourne/New York

- Technical/Architectural lead for the German chapter for German and Australian customers in the fields of Education, Social Media, IoT and more
- Requirements analysis with customers in New York, Melbourne and Berlin
- Candidate assessment for internal developers and external clients in New York, Melbourne and Berlin
- Knowledge transfer and mentoring for mobile-related topics across all offices
- **Technologies:** Swift, continuous integration & automation via Fastlane, Travis and Jenkins. Integration of cloud-based and traditional backend solutions based on Django, Parse, Firebase and AWS (EC2, DynamoDB, RDS, S3, Lambda, ApiGateway, etc.)

02/2014–08/2015 **Permanent**

Lead iOS developer, Secret Escapes GmbH, remote/Berlin/London

- Native development of the Secret Escapes iOS app; management of external iOS contractors
- Consulting for all mobile- topics (architecture, tracking, testing, app life cycle, etc.); supported definition of tracking goals & A/B tests
- Managed external test teams, overview of test plan creation in tandem with CTO
- Managing and optimizing translation workflows by defining automatic translation processes
- **Technologies:** UI Kit, Core Data for offline caching and app handling (e.g. bookmarking and auto-synching when back online); Objective-C & Swift

09/2012–01/2014 **Permanent**

Senior Mobile developer, Innogames GmbH, Hamburg

- First native mobile developer at Innogames. Knowledge transfer with Head of Development. Technical candidate assessments for further mobile team leads. Mobile API design.
- Initiated and maintained common payment libraries for multiple games
- Native development of Tribal Wars 2 iOS app (online MMO)
- **Technologies:** Cocos2D, OpenGL (shader programming), UI Kit, Core Data, web sockets, iOS payment integration into corporation structures (cross-game library), creation of Python-based asset pipeline to automatically convert assets for mobile usage

11/2011–08/2012 **Permanent**

Lead Mobile developer, DocumediaS GmbH, Hannover

- Lead mobile developer & architect
- Project manager (mobile); Requirements analysis with customers
- Mobile API design and development (Python/Django)
- Linux Server Administration for Amazon Web Services & infrastructure

05/2011–11/2011 **Freelance**

Freelance Software Developer, remote/Hildesheim

- Mobile development (iOS)
- Backend development (Python/Django)

07/2000–06/2004 **Permanent**

Army Service, Bundeswehr, Oldenburg

- Sergeant; Paratrooper
- Communications specialist
- Responsible for personnel and mission critical hardware

Private Projects

03/2019–today **Exoplanet Explorer**

- Mobile app to display, search and bookmark exoplanets based on the NASA Exoplanet archive
- Design & Development of the mobile app (iOS), web site and backend
- Requirements analysis & roadmap planning
- AppStore Link
- **Technologies:** iOS, Swift, SwiftUI, CoreData, iCloud, Amazon Web Services (EC2 etc.), Redis, Postgres, Docker

University

07/2009–03/2012 **University of Hildesheim**

- **Information management and -technology**

- Unfinished Master of Science; focus on applied machine learning and artificial intelligence; grade point average 1.9

10/2004–06/2009 **University of Hildesheim**

- **Information management and -technology**

- Bachelor of Science

- Focus on applied data mining, machine learning and computer aided learning