

SOTIRIS FALIERIS

SENIOR ANDROID ENGINEER

Passionate about technology and all its aspects, simple, clean and beautiful code, with a love for consistent UI/UX and always striving for efficient continuous delivery. Hands-on experience in the domains of streaming media, entertainment, banking, fintech, marketing and consumer apps. With a strong academic background and an eye for detail, I thrive in teams of all sizes, enjoy solving problems and sharing knowledge. All this with endless positive energy, a can-do attitude and a smile.

+ WORK EXPERIENCE

// Season 03 - Mixing and experiencing

EasyPark

Senior Android Engineer

[2023/09 - 2024/03]

Led the process of updating the existing payment integrations of the global app while spearheading the migration towards a modularised codebase, improving the integration of modules and applying the newly introduced design language.

Telia

Senior Android Engineer (consultant)

[2022/11 - 2023/08]

Optimized the Github CI/CD pipeline, facilitated the coordination between teams, streamlined the video player functionality and implemented new features to the whole app.

Starmony

Senior Android Engineer (freelancer)

[2022/07 - 2022/12]

Kickstarted the company's Android app and took it from 0 to 1 by setting the foundation of the codebase, defining the overall architecture and building it from the ground up. Furthermore, I adapted the app's design towards the Material guidelines and onboarded new developers.

SEB

Senior Mobile Developer

[2021/02 - 2022/10]

Led the digital transformation journey of the apps towards becoming mobile first. Collaborated effectively with tech and non-tech stakeholders, while migrating legacy code and moving towards a modularised codebase. I also developed user-facing features such as the Digital Advisory and Discovery feature of loans and savings.

Appics

Senior Android Engineer (freelancer)

[2021/03 - 2022/06]

Revamped the whole app with modern code practices, optimized the design according to the design language and user feedback, improved the performance of the backend integration and integrated complex crypto-powered encryption schemes.

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+ SKILLS

- **Languages**
 - Kotlin, Java, Compose, MySQL
- **Frameworks**
 - Coroutines, LiveData, RxJava
 - Jetpack, Jetpack Compose
 - Dagger, Hilt
 - Cast, ExoPlayer
 - Room
- **Architectures**
 - MVP, MVVM
 - Modern Android App Architecture
 - REST APIs
- **Libraries & SDKs**
 - Google Maps, Google IAP
 - BankID, Paypal, Braintree
- **Tools**
 - Firebase Crashlytics, A/B testing, Authentication, Remote Config
 - Github, Bitbucket
 - Github Actions, Jenkins, Travis
 - Figma, Zeplin

+ STRENGTHS

- Focus on code quality
- Attention to detail
- Love for stylish UI and UX
- Problem solving
- Knowledge sharing

+ EDUCATION

M.Sc. in Information & Communication Technology [2008 - 2011]

KTH, Stockholm, Sweden

BS in Computer Science [2002 - 2008]

University of Ioannina, Ioannina, Greece

// Season 02 - Consulting and learning

Spotify

Senior Android Engineer (consultant) [2019/05 - 2019/11]

Efficiently added and iterated various A/B-tested features and also designed and executed user-testing sessions while improving the stability of the app's "Spotify Connect" feature.

SF Studios

Android Engineer (consultant) [2018/09 - 2019/02]

Introduced and applied the company's brand identity across the portfolio of apps, modularised the legacy codebase and decreased build times, modernized and extended the functionality of the core player with new features.

Spotify

Senior Android Developer (consultant) [2018/02 - 2018/07]

Upgraded core components of the "Spotify Connect" feature of the app, led the process for the migration of the Cast SDK and achieved Spotify's internal code quality certification for my team's codebase.

Mobiento

Android Developer (freelancer) [2016/10 - 2018/02]

Working with a close-knit team, we iterated, developed and released in record time a fintech app from scratch, following the latest tech guidelines and feedback of the client. Furthermore, I added new features to the apps of Lamborghini, Systembolaget and Mobiento's internal room booking app.

Accedo.tv

Android Developer (consultant) [2016/02 - 2016/08]

By focusing on performance, I improved every possible aspect of a VoD app, ranging from the memory consumption and network utilization, all the way to the app's size and optimization of assets.

// Season 01 - Taking the first steps

MAG Interactive

Lead Android Game Developer [2013 - 2016]

Improved the KPI metrics of the company's top-grossing game and moved the needle to the second biggest game by introducing new features and improving the stability and performance of the app. Later, as a Lead Android developer, I coached junior developers, led the effort to modernize the UI/UX and handled the release cycles and monitoring at Google Play.

House of Radon

Android Developer [2010 - 2012]

Worked on Ericsson's multi-use presentation tools and internal apps and learned the importance of proper UI/UX.

Apegroup

Android Developer [2010 - 2011]

Got introduced to Android development and worked on the first Android apps for Absolut Vodka, McDonalds, ICA and Sportbladet Hockey.

+ LANGUAGES

- Greek (native)
- English (professional)
- Swedish (limited working proficiency)

+ WORTH NOTING

- **Appics**
- **Foodtrackr**
- **Starmony**
- **Rammstein Unofficial**
- **Happy Timers**
- **Lamborghini Unica**
- **Hitta.se**

+ TRIVIA

I love anything written

I have even published a thriller

I thrive in multi-culti environments

We speak 4 languages in my family

Always looking for adrenaline

I have run a half-marathon, a Tough Viking and a Tjurruset and have swung over a canyon screaming while traveling around South East Asia

+ INTERESTS

Reading comics, writing my second book, collecting Hot Wheels cars, building LEGOs