SOTIRIS FALIERIS

✉ sotiris@onemanstudio.se

📞 +46 (0) 765 83 02 92

📍 Stockholm, Sweden

A seasoned engineer with more than 12 years of hands-on experience on Android in the fields of streaming media, entertainment, fintech and social networks. With a strong academic background and an eye for detail, he thrives in teams of all sizes, enjoys solving problems and giving presentations. All this with a positive energy and a smile.

+ WORK EXPERIENCE

Senior Android engineer (consultant)
Telia [2022/11 - 2023/07]

Implement new features, facilitate the coordination between teams, optimize the CI/CD pipeline, streamline the video player functionality.

Starmony [2022/07 - 2022/12]

Kickstarted the company's project by setting the foundation of the codebase and the overall architecture. Adapted and iterated over the designs towards the Material guidelines and onboarded new developers.

Appics [2021/03 - 2022/06]

Revamped the whole app with modern code practices, optimized the design, implemented effectively backend endpoints and integrated crypto-related encryption.

Spotify [2019/05 - 11 & 2018/02 - 07]

Introduced new features through A/B testing, maintained the "Connect" feature aspect of the app, and also led the efforts for the migration of the Cast SDK and code quality certification.

SF Studios [2018/09 - 2019/02]

Revamped the VoD app with brand awareness in the focus, modularised the legacy codebase, and was also responsible for the development of new features and improvement of the stability of the apps.

Mobiento [2016/10 - 2018/02]

Developed a fintech app from scratch and also maintained and added new features to the apps of Lamborghini and Systembolaget.

Accedo.tv [2016/02 - 2016/08]

Worked on a VoD app for markets of developing countries, focusing on performance and memory optimization.

Senior Android engineer
SEB [2021/02 - 2022/10]

Shaped the future of digital banking by implementing new features and improving existing ones at Sweden's award-winning bank.

Senior Android engineer
Storytel [2020/09 - 2020/12]

Led the efforts for codebase modularisation and modernization, revamped the UI/UX, and introduced a new design system.

Lead Android developer
MAG Interactive [2013/06 - 2016/02]

Implemented new features for the in-house games and increased the KPI metrics of the top-grossing game. Led the effort to modernize the UI/UX and handled the release cycles and monitoring at Google Play.

Android developer
Umain/House of Radon/iDeal [2010 – 2013]

Worked on Ericsson's multi-use presentation tools and contributed to the development of Viaplay's streaming video app.

+ EDUCATION

M.Sc. in Design & Impl. of ICT Products [2008 - 2011]
KTH Royal Institute of Technology, Stockholm, Sweden

B.Sc. in Computer Science [2002 - 2008]
University of Ioannina, Ioannina, Greece

+ SKILLS

- Kotlin, Java, MVP, MVVM
- LiveData, Coroutines, RxJava
- Dagger, Hilt
- Room, MySQL
- Cast, ExoPlayer
- Jetpack, Architecture Components, Firebase
- Github, Bitbucket, Jenkins, Travis, Figma

- Focus on code quality
- Attention to detail
- Problem solving
- Knowledge sharing
- Giving presentations

+ FEATURED PROJECTS

Appics
A unique social media app that rewards users with crypto

Starmony
Create and release music directly from your phone

Ruzzle
The world's fastest word game with more than 60m players

Rammstein Unofficial App
Lyrics, bios, news, concerts and everything about the band

Honorable mentions
Lånekoll, Lamborghini Unica, Quizcross, Hitta.se

+ INTERESTS

Reading books and comics, writing short stories, collecting Hot Wheels cars, building LEGOs