

SOTIRIS FALIERIS

Senior Android engineer with 15+ years of experience driving mobile architecture and digital transformation for global brands like Electrolux, Spotify, SEB, and EasyPark. Expert in leading modularization strategies, defining modern engineering standards and bridging the gap between technical and non-technical stakeholders. Passionate about combining hands-on coding with mentorship to elevate team velocity and code quality. Supporter of AI-assisted engineering, utilizing modern tools to optimize coding workflows and accelerate rapid prototyping in personal initiatives.

WORK EXPERIENCE

Senior Mobile Engineer - Electrolux [2024/09 - present]

- Architecting a greenfield Android payment ecosystem with Adyen**, unlocking the app's first millions in revenue through modular, modern and secure in-app purchase flows.
- Championing accessibility & design systems**, while collaborating with designers to ensure strict adherence to accessibility guidelines and brand consistency across markets.
- Empowering cross-functional leadership** by acting as the technical bridge between backend teams and product designers to streamline API integrations and UI/UX flows.
- Regularly presenting technical progress** to executive stakeholders to align engineering output with business goals.

Senior Android Engineer - EasyPark [2023/09 - 2024/03]

- Coordinated the migration** of the payment system modules, improving build times by 20% and enabling parallel development for distributed teams.
- Spearheaded the adoption** of a new design language system, bridging consistent design and engineering workflows.
- Led payment integration updates**, ensuring compliance and stability for company-critical revenue-generating features.

Senior Android Engineer (consultant) - Telia [2022/11 - 2023/08]

- Optimized CI/CD pipelines** and improved significantly the time from build to release.
- Facilitated the coordination** between teams and platforms and achieved feature parity and terminology alignment.
- Streamlined the video player** functionality with a focus on performance, reusability and modularity.

Senior Android Engineer (freelancer) - Starmony [2022/07 - 2022/12]

- Defined the technical roadmap and architecture** (MVVM/Clean Architecture) for a greenfield Android application, scaling it from 0 to 1.
- Established engineering culture** by onboarding new developers and enforcing design guidelines and code quality standards.

Senior Mobile Developer - SEB [2021/02 - 2022/10]

- Directed the digital transformation journey** transitioning from legacy web wrappers to native, high-performance Android experiences.
- Collaborated effectively** with tech and non-tech stakeholders, while migrating legacy code and moving towards a modularised codebase.
- Prioritized and implemented** user-facing features that generated revenue such as the Digital Advisory and Discovery feature of loans and savings.

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SKILLS

- **Languages**
 - Kotlin, Java, Compose, Flutter, KMP
- **Frameworks**
 - Coroutines, Flows, LiveData, RxJava
 - Jetpack Compose
 - Dagger, Hilt, Koin
 - Cast, ExoPlayer, Room
- **Architectures**
 - MVVM, MVI, MVP
 - Clean Architecture, Modularization
 - REST APIs, GraphQL
- **Libraries & SDKs**
 - Google Maps
 - Adyen, BankID, Paypal, Swish
- **Tools**
 - Firebase, Supabase, MongoDB
 - Github, Bitbucket
 - Github Actions, Jenkins, Travis
- **AI & Productivity**
 - GitHub Copilot (PR reviewing)
 - Gemini (refactoring and optimizing)
 - Claude (code generation)
- **Leadership & processes**
 - Agile/Scrum, mentoring, onboarding
 - CI/CD Optimization

KEY COMPETENCIES

- Payment systems
- Firebase suite
- Audio/video playback (ExoPlayer)
- Clean Architecture
- Design systems
- Presenting to stakeholders

EDUCATION

- M.Sc. in ICT** [2008 - 2011]
KTH, Stockholm, Sweden
- BS in Computer Science** [2002 - 2008]
University of Ioannina, Ioannina, Greece

Senior Android Engineer (consultant) - Appics [2021/03 - 2022/06]

Strategically overhauled the codebase with modern code practices, optimized the design according to the design language and user feedback.

Engineered secure, high-conversion in-app purchase flows, optimizing the revenue funnel based on user behavior analytics.

Implemented high-level security protocols for the crypto-powered transactions along with the backend, ensuring data integrity and user trust.

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

Drove feature experimentation and orchestrated the technical implementation of complex A/B testing frameworks, directly influencing product direction based on user data.

Took ownership of system resilience efforts and reliability improvements for the "Spotify Connect" ecosystem, stabilizing discovery protocols for millions of daily active users.

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

Architected a modular solution and refactored legacy monoliths, resulting in significantly reduced build times and faster iteration cycles for the team.

Modernized and extended the lifecycle of the core video player by integrating modern playback features and optimizing resource usage.

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

Achieved Spotify's rigorous internal code quality certification, elevating the team's codebase to meet the highest organizational standards for maintainability and testing.

Coordinated the critical migration of the Cast SDK, mitigating dependency risks and modernizing the core casting architecture.

Android Developer (consultant) - Mobiento/Accedo.tv [2016 - 2018]

Led the greenfield development of a fintech app, taking it from concept to release in record time. Furthermore, I expanded functionality and delivered new features for the Lamborghini and Systembolage apps.

At Accedo.tv, I optimized the core aspects of a VoD app, ranging from memory consumption and network utilization, all the way to the app's size and optimization of assets.

Lead Android Game Developer - MAG Interactive [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, championed the effort to modernize the UI/UX and handled the release cycles and monitoring at Google Play.

Android Developer - Apegroup/House of Radon/iDEAL [2010 - 2013]

Kickstarted my Android development journey by working on the first Android apps for Absolut Vodka, McDonalds, ICA and Sportbladet Hockey. I also worked on Ericsson's multi-use presentation tools and internal apps as well as the early version of Viaplay's VoD app.

LANGUAGES

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

PERSONAL

I love anything written

I have even published a thriller and currently writing my second book

I thrive in multicultural environments

We speak 4 languages in my family

Putting AI to good use

I am leveraging LLMs to accelerate prototyping ideas both in the personal space and in business opportunities. Currently experimenting with SaaS products and a personal AI assistant

Always looking for an adventure

I am an endurance runner (Half-marathon, Tough Viking, Toughest, Tjurruset) and have swung over a canyon screaming while traveling around South East Asia.

Geek at heart

I enjoy reading graphic novels, collecting Hot Wheels cars and building Lego