Roland Möller

Mobile Developer

Experience

iOS & Android Developer

arz.digital (Berlin), previously ApoSync Digitale Dienstleistungen GmbH (Berlin)

Since January 2018

I am currently leading the development of the ApoSync iOS app. After ApoSync was acquired by ARZ Haan (strategic investor) in April 2020 I took over the development of the Android app as well.

Lead iOS Development

In our app we mainly used the MVC pattern in combination with KVO. For developing new components we focused on a compositional approach, which resulted in tested and maintainable code. The app has 100+ screens with multiple screen flows and hierarchies, realized via a mix of NSSplitViewController, UITabBarController and multiple UINavigationControllers hosted inside of each other. To support those complex flows we used the Coordinator pattern which allowed us to easily move screens around within a flow or hierarchy. To keep the app maintainable, we also modularized parts of it.

For communication through our REST API (90+ different endpoints), we built a backend layer based on NSURLSession, Swift's Codable Protocol and Generics. Authentication was done through our own implementation of an OAuth2 client.

I conceptualized and implemented a streamlined data flow for the app based on NSOperations. It heavily made use of Swift's typing system along with Generics, Protocols and later on KeyPaths. An optional extension of that flow also included updating our CoreData objects in a robust and testable way. The whole process greatly reduced complexity and development time for adding new features to our app.

For R&D purposes I prototyped an app component for scanning pharmaceutical receipts. The process involved training and implementing a custom model with Create ML, realtime image and text recognition with Vision / Core ML and output transformation with CoreImage.

Android Development

During my time developing the Android App I familiarized myself with the Architecture Components. The app's architecture is built around Fragments. We used LiveData in ViewModels that receive their data through a repository backed by Room. When I joined our Android team we were in the midst of migrating the codebase from Java to Kotlin while adopting coroutines throughout the whole app.

Beyond Mobile Development

Together with the product manager and the team lead I planned new features for our mobile apps. I conceptualized UI/UX with our designer and defined the REST API for our mobile clients with our backend team. Because I had experience in both Android and iOS, I was also able to find synergies that eased the development for both platforms.

While working on the Android app I trained a junior developer. We used techniques like pair programming, code / pr reviews and whiteboard sessions. We got to a point where he could build features independently on his own with confidence.

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Languages

- German (native)
- English (fluent)

Industry Knowledge

- Swift
- Kotlin
- UIKit / SwiftUI
- Architecture Components
- Coroutines
- MVC / MVVM
- REST / CRUD
- Git
- TDD
- Scrum
- OAuth2
- Core ML / Create ML

Tools

- Xcode & Android Studio
- Charles / Proxyman
- GitHub
- Zeplin
- Fastlane / TravisCI
- Clubhouse

Profiles

- GitHub - Ro-M
- Linkedin - Roland Möller
- Xing - Roland Möller

I was Involved in the hiring process by taking part in assessing our needs, writing job postings and interviewing candidates. When new members joined our team I made sure that they were set up correctly and felt comfortable to ask questions.

iOS Software Developer

Fett, Fiebiger & Vogel Gmbh (Berlin)

November 2016 - December 2017

First employee to work on a new app prototype in a fast paced environment and a small team of 4 people. Responsible for implementing core features in strong collaboration with our designer. Layout of views was first done programmatically and frame based before we moved to programmatic Auto Layout.

Introduced and established general testing principles in our team (focus on unit an UI tests). When applicable, features where developed by utilizing TDD. Verified and when needed optimized efficiency of the apps via profiling in Instruments. Gained insights on how to write reusable code and especially in which cases it does not pay off to do so.

iOS Software Developer (student employee)

FUNKE DIGITAL GmbH (Berlin)

August 2015 – August 2016

Contributed to the development of multiple newspaper apps. Migrated a large Objective-C Codebase to Swift. Set up a CI/CD environment via Fastlane and TravisCI. The setup handled multiple flavors of multiple apps, automatic testing (unit and UI), signing and deploying to TestFlight, the AppStore and for in-house distribution.

Built a multipage PDF reader component for a magazine app. Challenges included handling interactive content overlays, stream based loading of large PDFs and multithreaded asynchronous offscreen rendering of low-resolution page previews and thumbnails.

Education

Computer Science B. Sc.

Humboldt Universität zu Berlin, Berlin

October 2013 – April 2018

Bachelor thesis focused on Mobile Apps and Accessibility

Abitur

Melanchthon-Gymnasium, Berlin

until June 2012

Exchange student

Kapiti College – Paraparaumu Beach, New Zealand

January 2010 - July 2010