

Markos Charatzas

Head of Mobile - Software Engineer - Inventor

BSc (Hons) Information Technology - University of Sunderland

Profile

I have been at the helm of both Tesco Bank and Soldo to bring organisational change and deliver their iPhone apps. I have a software engineering background, experienced in iOS and Java EE. An inventor, that conceived, designed, implemented, funded and brought to life Windmill.

Professional Experience

Inventor

Jun17 - Jan20

Windmill

windmill.io

Windmill provides in-house continuous delivery for iPhone apps. It is a platform made up of a macOS and an iPhone app supported by a REST API written in Java EE, running on AWS. I tried to bootstrap Windmill without outside funding and eventually run out of money after Apple rejected Windmill on the iPhone from the App Store.

iOS Developer

Feb17 - Jun17 (4m)

Aludio (London, UK)

- * No. 3 hire, brought on board by the Head of Engineering and CEO.
- * Lead the project delivery of the ACORN MVP iOS app.
- * Established a development process to manage requirements, plan work, provide feedback.
- * Acted in an advisory capacity to the CEO at a product/mobile level.
- * Involved in architectural decisions across the mobile app and the backend API.
- * Core developer of the iPhone app.

Head of Mobile

Sep15 - Nov16 (1 year, 2m)

Soldo (London, UK)

www.soldo.com

- * Transformed the company to think in terms of user requirements to drive the development.
- * Transformed the company to think in terms of agile to manage software delivery.
- * Established project management practices and development processes.
- * Improved communication between teams in London and Rome to deliver quality software.
- * Educated the product team to think in terms of mobile as a platform and leverage iOS.
- * Introduced the idea of continuous development, continuous delivery across the business.
- * Spearheaded the development of Soldo - The Family Spending Account on the iPhone.
- * Ensured security recommendations from Head of Security were upheld.
- * Implemented a Salted Challenge Response Authentication Mechanism on Swift.
- * Positioned customer support closer to the product and development teams to create a customer feedback loop and to triage defects quickly.
- * Performed a 2 day training to introduce agile practices to product and development teams.
- * Setup Xcode bots to use as a continuous integration/delivery pipeline for releases.
- * Maintained a decision register for every critical decision taken that impacted the release.
- * Maintained a security register to identify and record how sensitive data is stored securely.
- * Planned a hiring process, conducted technical and cultural fit interviews to recruit mobile developers.
- * Directly managed 2 developers, established work responsibilities and steered culture.

iOS Developer

Oct13 - Mar15 (1 year, 4m)

Tesco Bank (Edinburgh, UK)

www.tescobank.com

- * Responsible for the technical delivery of Tesco Bank Mobile Banking on the iPhone.
- * Spearheaded the development of a Release pipeline for continuous delivery of iOS apps.
- * Established an iOS team for in house development.
- * Implemented code to check for outdated security policies, download and run security checks.
- * Implemented lazy, dynamic grouping of partial data fetched over the network for a table view.
- * Profiled (memory footprint, CPU usage, codebase) an existing iPhone app, evaluated the risk and wrote an engineering report on actions to take.
- * Setup CI from the ground up using Jenkins integrated with Bitbucket to make nightly builds available via an Apache Web Server.
- * Devised a strategy to maintain multiple releases in different stages (development, testing, production) and using different build settings.
- * Devised a strategy for continuous delivery of releases for UAT and back end integration.

- * Devised a strategy to decouple development from integration of 3rd party libraries as part of a build pipeline.
- * Devised a strategy to securely deliver an iPhone app over-the-air for up to 1500 users using AWS.
- * Devised a strategy to create server configurations and run nightly builds of an iPhone app to have releases against different back end environments.
- * Automated codebase metrics to measure overall complexity and impact on functionality.
- * Wrote a defects policy to manage risk associated with a release.
- * Initiated development of an internal webpage to act as an in-house app store.
- * Communicating with stakeholders across the organisation.
- * Advising senior management on development practices, testing strategies and risk mitigation on project deliveries.
- * Talks and writings to communicate ideas across business and engineering.
- * Planned a hiring process, conducted technical and cultural fit interviews to recruit iOS developers

iOS Developer

Jun11 - Oct13 (2 years, 5m)

NCR (Edinburgh, UK)

<https://ncredinburgh.com>

- * Core developer in 2 iPhone and 1 iPad app with a client/server architecture
- * Technical Lead on a project of 3 code bases (iPhone, Android, JEE) and responsible for 4 people.
- * Involved in all aspects of the software process (wireframe, design, development, build, release)
- * Involved in documenting development processes and software design.
- * Developed an endless scrolling, in memory, table view for paging data over the network.
- * Developed a role based, feature availability for an iPhone app that is server driven.
- * Devised a strategy to convert an existing iPhone code base to universal.
- * Developed a maven plugin for automating blackberry builds (sign, verify)
- * Presented tech talks on object oriented programming and unit testing.

Java Developer

Fixed Contract

Jun10 – Mar11 (10 months)

Helixion (Edinburgh, UK)

- * Designed and developed an API to perform authentication, exchange and validate messages with a socket server
- * Designed and developed a logging API supporting the idea of rules, streams and formatters (XML focused)
- * Designed and developed a database schema and related CRUD API
- * Designed and developed an API for emulating a terminal reader as a state machine
- * Designed and developed a web app for parsing and viewing xml logs

Java Developer

Jun09 – Aug09 (3 months)

24 Media (Athens, Greece)

www.24media.gr

- * Developed a football manager web application.
- * Leading a Junior to develop a live reporting web application for journalists.
- * Initiative to setup automated tests and dependency management.

Java Developer

Oct03 - May07 (3 years 8m)

Forthnet S.A. (Crete, Greece)

<http://www.forthnet.gr>

- * Core developer for Enosis - <http://www.enosis.gr>
- * Core developer for OpenSeas - <http://www.openseas.gr>
- * Developed a web service for OpenSeas
- * Developed a web service to return weather data
- * Developed a CMS which drives a departures/arrivals screen for the Heraklion Port Authority

Java Developer

Nov01 – Sep02 (11 months)

CERN (Geneva, Switzerland)

<http://www.cern.ch>

- * Core developer of an online search engine for EDH
- * Developed a J2SE application to migrate an Oracle database