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SUMMARY

Many years ago (around 2002) I started with J2ME into the mobile app world. Back then the target platforms were Nokia and BlackBerry.

Around 2008 I added Android and two years later iOS to my target platforms for software development.

I worked as BlackBerry, Android and iOS freelance software developer since 2010 on different projects onsite.

While I was using Java and Objective-C at the beginning, my prime languages today are Kotlin and Swift.

My latest development is using Kotlin Multiplatform with a single core library and separate native UIs.

EXPERIENCE

Android / iOS Project

Jun 2023 - Sep 2025

Sisow

- Development of my own first app based on Kotlin Multiplatform. (<https://www.sisow.de/bestofcharging/support/oneen.html>)

Android Project

Oct 2021 - Aug 2022

ThyssenKrupp

- Development of new and revision of existing internal company apps.

iOS Project

Jan 2020 - May 2020

Diconium

- Development of a module for public charging for a bigger electric car app. Integration of different services for user data, subscriptions, payment methods.

Android Project

Mar 2019 - Oct 2019

Thales

- Development of an audio communication app with special requirements for the Android platform. Main challenge was about making the LibJitsi library work together with the in-house libraries in one app.

Android / iOS Project

Oct 2017 - Sep 2018

PlugSurfing

- Second phase of app development at PlugSurfing was about further development of the app with adding more functionality and also creating customised version of the app for business partners.

iOS Project

Feb 2017 - May 2017

Acromax

- Participation in the development of an iOS app the the main focus on HLS video implementing new features and fixing bugs.

Android / iOS Project

Nov 2015 - Nov 2016

PlugSurfing

- Support of the existing app while developing the successor app from the ground up. The iOS app was a Swift app from the start. The Android app was created in Java and had later Kotlin parts. Both version had databases (CoreData and SQLite) and a sync functionality.

Android Project

Oct 2014 - Jul 2015

Viacom

- Development of video apps for the Android platform. Implementing new functionality, bug fixing, code reviews.

iOS Project

Aug 2013 - Sep 2013

Proof IT

- Development of some new and maintenance of existing small magazine/presentation apps for iPad (iOS).

Android / iOS Project

Jun 2013 - Jul 2013

NextBeyo

- Implemented some parts (mainly UI) for two apps (Android and iOS).

BlackBerry Project

Oct 2012 - Nov 2012

DKE Aerospace

- Functional extension of two apps about satellites and positioning.

BlackBerry Project

Jun 2012 - July 2012

Emotion Touch

- Development of an app for management and redemption of bonus points for customers for a cellular provider.

Android Project

Oct 2011 - Jan 2012

Juwi MacMillan

- Development of an Android Tablet version modelled on an existing iPad app.

BlackBerry Project

Jul 2011 - Aug 2011

RedBull

- Assisted another developer with his Project to develop an app for the sales department.

Android Project

Nov 2010 - May 2011

Beyo GmbH

- Development of a translation app with AR capabilities.

EDUCATION

Freie Universität Berlin (computer science)

2021 - 2008

I visited all courses which interested me or were of any value for my target to become a mobile developer. Then I left to become a freelancer. I don't have a degree but what I had learned was a valuable foundation in my later development.

TECHNICAL SKILLS

- programming languages - Java, Kotlin, Swift, Objective C
- databases - SQLite, Core Data
- development tools - Xcode, Android Studio, Git

LANGUAGES

- **English** - business level
- **German** - native level
- **Russian** - conversational level
- **Japanese** - I know some words and perhaps around 250 Kanji