

Folkert Saathoff

Academic Title **Dipl-Inf (FH)**
Nationality **German**
Date of Birth **January 3rd, 1976**

Home Address
Sheung Wan
Hong Kong (SAR)

CAREER OBJECTIVE

My main interests are UNIX systems and TCP/IP networks, with a strong focus on the Mac OS X operating system. The projects I worked on enabled me to gain an extensive understanding of software engineering practices in general and of UNIX specific technologies in particular. My goals are to utilize and broaden my knowledge, and to further improve my abilities, by working with state of the art technology in a professional environment.

RESEARCH INTERESTS

- Computer Networks and Network Security
- Mobile Computing and Embedded Systems
- Real-Time Graphics

SKILL SET

Languages

- C, C++, Objective-C
- bash, perl
- PHP, HTML, CSS, SQL

Frameworks/APIs

- POSIX, CoreFoundation
- Cocoa, UIKit
- STL, Boost
- OpenGL

Tools

- gcc, gdb, dtrace
- svn, perforce, make, autoconf
- Xcode

Operating Systems

- Apple MacOS X / iPhoneOS
- FreeBSD, OpenBSD, Linux
- Cisco IOS

Networks/Services

- IPv4, IPv6, MobileIPv6
- HTTP
- SMTP, IMAP
- SSL, Kerberos
- MySQL

Miscellaneous

- Forth/OpenFirmware
- LaTeX

EDUCATION

Sep 98 - Oct 05 Fachhochschule Wiesbaden, Germany
Studies of Computer Science
Academic Title Diplom-Informatiker (FH) Thesis "*Evaluation of QoS-Aspects of mobile IPv6 Clients in an IEEE 802.11 Network*" Majors Advanced Telecommunications, Operations Research, Computer Networks, Operating Systems, Computer Graphics

LANGUAGES

- Native German speaker
- Fluent in oral and written English

PUBLICATIONS

- *QoS-Aspects of Mobile IPv6 Clients in an IEEE 802.11 Network*
Publisher Verlag Dr. Müller Publication Date August 2008 ISBN 978-3-8364-5041-6

WORK EXPERIENCE

Employee

Feb 06 - Feb 09 WeSoft Ltd, Shatin, Hong Kong
Senior Software Engineer
Developed Identity Management systems, specifically an Active Directory client for UNIX platforms. Cooperated closely with the California based client and was technical lead for the offshore Mac team. Researched, implemented and maintained various Mac OS X specific features of the product.

May 04 - Aug 04 Universum Online Publishing, Wiesbaden, Germany
Web Programmer
Worked on an in-house web content management system based on PHP and MySQL. Designed and implemented various features, including user access control and an archiving system.

Mar 03 - Jul 03 Wachendorff Elektronik GmbH, Geisenheim, Germany
Software Engineer
Worked on an embedded Linux system used in a control console for agriculture/construction vehicles. Specifically, developed a module to process raw data gathered by an analog-resistive touch panel and then supply this data to the X11 windowing system.

Sep 98 - Aug 99 Heimann Systems, Wiesbaden, Germany
Student Trainee
Worked on X-ray inspection machines running embedded Linux. Learned the basics of Linux development and assisted senior engineers in developing and testing of the belt control logic.

Freelance

Dec 08 - Feb 09 Stadtleben GmbH, Wiesbaden, Germany
Software/Web Development
Designed and developed an iPhone web radio client for the web radio station *we-love-house.fm*. Developed the web site and web radio station.

Dec 02 - present Stadtleben GmbH, Wiesbaden, Germany
System Administration
Providing system administration services for a community/event guide website. Designed, installed and maintained a small FreeBSD based network. Setup web, database and mail services using open source software. Designed and implemented security policies.

May 02 - Oct 05 Via Grafik, Wiesbaden, Germany
System Administration
Provided system administration services for a small team of visual designers, using FreeBSD software to provide file sharing services for a network of Mac OS workstations.

Aug 99 - Jul 00 ProCon GmbH, Mainz, Germany
Game Design
Created a virtual, real-time rendered, interactive sightseeing tour of the historic city of Quedlinburg. Researched the technology, tools and workflows needed, utilizing the customizable *Half-Life* game engine by Valve Software. The product was part of the *Planet of Visions* exhibition at World Expo 2000.

Academic

Oct 04 - Feb 05

Sep 03 - Jan 04

Fachhochschule Wiesbaden, Germany

Tutor 'Computer Networks'

Taught students the basics of the TCP/IP protocol stack, assisted students in practical assignments in the networking laboratory, taught students in the administration of IP networks using UNIX and Cisco IOS.

Oct 04 - Feb 05

Sep 03 - Jan 04

Fachhochschule Wiesbaden, Germany

Tutor 'Programming in PHP'

Taught students the basics of PHP and HTTP/HTML, assisted students in practical programming assignments, taught students the basics of PHP extensions such as SQL and XML.

Miscellaneous

Jun 04 - present

FFView

Together with an associate, designed and developed an open source, OpenGL based image viewing / comic reading application for Mac OS X. Main responsibilities were feature design and UI design, as well as setting up the infrastructure necessary for development and publication.

April 04

Breakpoint Mac Competition

Programmed a real-time, non-interactive, 3d graphics demo that won third place in the Mac OS X competition at the *Breakpoint 2004 Demo Scene* convention.

Dec 02 - present

FEEDFACE.COM

Designed, implemented and maintained feedface.com, a site which provides source code repositories, mail services and web services to multiple projects. The public web site contains various small open source software projects, some technical articles and personal blogs.

REFERENCES

- Available upon request.