

Paul Ehrhardt



iOS Software Engineer & Mobile App Developer

St. María de Guía, Spain • +34 643 691 502 • ehrpaulhardt@gmail.com • linkedin.com/in/paul-ehrhhardt

Tech stack

Programming Languages: Swift, Objective-C, C++, Python, Kotlin
Development Tools: Xcode, SPM, Git, Jenkins, Fastlane, Carthage, CocoaPods, Android Studio
Frameworks & Libraries: SwiftUI, UIKit, Swift Concurrency, Combine, RxSwift, XCTest, JetPack Compose
Other Technical Skills: RESTful APIs, MVVM, MVC, TDD, Agile/Scrum, CI/CD, Apple Speech-to-text
UI/UX Design: Figma, Zeplin, Lottie
Services: Github Actions, App Store Connect, App Center, Firebase, OpenAPI Generator

App Store launches

Tap Weather: An innovative app providing instant weather forecasts at a single tap, anywhere in the world - no more hassle with complicated city names @ [Store](#)
Mauerschau: Mobile city guide about the building and fall of the Berlin Wall.
Featured by Apple for 25th Anniversary of the Fall of the Berlin Wall @ [Store](#)
BEGA Connect: Smart lighting control app with seamless IoT integrations which offers innovative solutions for connected environments @ [Store](#)
Leica FOTOS: Companion app for Leica cameras that provides enhanced photo management and sharing functionalities @ [Store](#)
Migros: Retail consumer app with comprehensive shopping and loyalty features @ [Store](#)
MyTonies: Dynamic children's app with smart device integration for a unique user experience @ [Store](#)

Open-Source frameworks

GCXTrustPolicy: SSL pinning and trust validation framework for iOS @ [Github](#)
GCXMulticastDNSKit: Multicast DNS discovery framework for iOS @ [Github](#)
RxGCXMulticastDNSKit: Reactive wrapper in RxSwift for GCXMulticastDNSKit @ [Github](#)

Other

Awards: "Mauerschau" app featured by Apple as "App of the Day" (2014)
Publication: "Isle of Skye: Ein Flugsimulator mit prozeduraler Terrain-Generierung für das Apple iPhone"
ISBN: 978-3639360264, VDM Verlag Dr. Müller (2011) @ [Amazon](#)
Certifications: Microsoft Office Specialist (2007)

Spoken languages

German: native
English: fluent
Spanish: intermediate

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Work experience

Mobile App Developer <i>Mauerschau Medienproduktion UG, Berlin</i> Native iOS and Android app development	11/2024 – 03/2025
iOS App Developer <i>BigPicture GmbH, Berlin</i> Development of AI-Agent applications using Apple STT and ElevenLabs API	07/2024 – 10/2024
iOS Developer <i>Cologne Intelligence GmbH, Cologne</i> IoT app development for iPhone and iPad for client BEGA	03/2023 – 08/2024
iOS Software Developer <i>Nakatomi Research SL, Barcelona</i> iPhone and iPad app development	04/2022 – 02/2023
iOS Developer <i>Grandcentrix A Vodafone Company, Cologne</i> iOS app development for iPhone and iPad with IoT focus	02/2020 – 02/2022
Swift/C++ Framework Developer <i>Grandcentrix A Vodafone Company, Cologne</i> Framework & Cross-platform SDK development C++ for client LEICA	01/2018 – 02/2020
iOS Software Developer <i>Grandcentrix GmbH, Cologne</i> iOS app development for various clients e.g. MIGROS, TONIES, CGM	02/2014 – 01/2018
Principal Software Developer <i>Mauerschau Medienproduktion UG, Berlin</i> iOS app development of MAUERSCHAU app	04/2013 – 01/2014
Senior Associate iOS Development <i>SolidGround GmbH, Berlin</i> iPhone app development for various clients e.g. INGENICO, INTERSPORT	02/2012 – 10/2013
iOS Developer <i>expectare Deutschland GmbH, Berlin</i> iPad app development	09/2011 – 04/2012

Education

Bachelor of Science, Media informatics Study of Media Informatics with the Bachelor of science degree. Beuth Hochschule für Technik, Berlin	03/2006 – 04/2010
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