



Philipp Bolte

 GitHub

 LinkedIn

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ABOUT

I love designing and building full-stack solutions to **real problems**, adopting a practical, **product-oriented** mindset. I thrive on learning and experimenting with new technologies, focusing on creating value by making technology serve real needs. I value working within small, dedicated teams of skilled engineers who maintain an **open error culture**, focus on **delivery rather than meetings**, and provide **space for technical voices** to shape product direction.

WORK EXPERIENCE

March 2026 – Today

Full Stack Software Engineer

PetsApp, United Kingdom & USA

- Took **ownership** of developing and maintaining **PetsApp's mobile app stack**, serving more than **250,000 monthly active users**.
- Delivered a **major upgrade** of a three-year-old React Native codebase with outdated dependencies, with no regressions in existing functionality.
- Prevented policy violations on the App Store and Google Play that would have led to blocked release and shipping capabilities.
- **Assessing future directions** for a more stable and modern platform, focusing on Expo and Skip.dev with a goal of **moving (further) towards native**.
- Developing new features and performing ongoing maintenance for PetsApp's React frontend and NestJS backend.
- **Stack:** React Native, TypeScript, Bitrise, Codex, Claude Code

March 2022 – March 2026

Full Stack Software Engineer

Spherity GmbH, Germany

- **Architected and developed caro.vc**, a B2B self-sovereign identity SaaS for DSCSA compliance in pharma.
- Delivered **core full-stack features** through stakeholder collaboration: dashboard, user management, verifiable credential issuance, Stripe payments, messaging, Gleap support, admin tools, and test suites.
- Led the **React frontend rewrite**, creating a component library, animation with Framer Motion, networking, global dialogs, and a new testing stack (Playwright, Vitest, React Testing Library, msw).
- Defined and advanced **trustless architecture standards** in the Open-Credentialing Initiative ecosystem.
 - Advised on aligning OCI Digital Wallet Conformance Criteria with industry needs and W3C standards.
 - **Authored ERC-7506 "Trusted Hint Registry"** for issuer verification funded by the Ethereum Foundation; shipped open-source smart contract, TypeScript library, and NextJS frontend.
- Built an open-source timestamping mechanism using Merkle Trees and ERC-7506 for **cryptographic proof of data existence**.
- **Stack:** NestJS, Vitest, Prisma/Drizzle, Terraform, Fly.io, Tailscale, Postgres, Typescript, React, React Query, Framer Motion, Playwright, Tailwind, Auth0, Github Actions

EDUCATION

Sep 2019 – Nov 2021

Master of Science in Business and Information Systems Engineering

Brandenburg University of Applied Sciences

- GPA: 1.0 (Best of Year)
- Thesis: "Self-sovereign Identity: Development of an Implementation-based Evaluation Framework for Verifiable Credential SDKs" (1.0)

SKILLS

Languages German (mother tongue), English (fluent)

Programming Typescript, Javascript, Swift, Python, Java, Solidity

Projects

- Oscar: A SwiftUI Weather App and Swift on Server Backend
 - Since iOS 16 and the Dark Sky integration, Apple's weather app has become notoriously unreliable in Germany. I'm building a more dependable alternative by combining free and open meteorological data sources (Open-Meteo, Brightsky, DWD, NOAA, and EUMETNET open products) into a polished, accessible app. The feature set includes detailed forecasts (5-minutely precipitation, hourly and daily outlooks, air quality, ensemble forecasts), interactive maps, weather and rain alert notifications, and configurable widgets.
 - Developing a (currently closed-source) Swift-on-server backend using Vapor that ingests DWD, NOAA, and EUMETNET data to generate custom map layers (radar, temperature, wind, precipitation) and to power weather and rain alerts across Europe.
 - Functions as my experimental lab for working with native iOS APIs and advancing my iOS development skills.
 - Try it: <https://testflight.apple.com/join/xf5iJcHh>
- agilepilled.com
 - A provocative manifesto articulating the work philosophy my colleagues and I adhere to, expressing our views on how technical teams should operate.
 - Sparked some good discussions on Hacker News
- ServerlistMOTD: A Minecraft server plugin
 - Empowers server administrators to customize server list text (MOTD) with creative flexibility, having over 100,000 downloads across multiple platforms.
 - Offers advanced customization including dynamic player count display, flexible slot management, and context-aware MOTDs based on the connecting player. Includes support for custom variables, specialized messages for whitelisted or banned players, and a maintenance mode system.
 - My first programming project when I was 15 (2014) to learn Java fundamentals.
- Twitter follower network analysis of German political parties
 - Created a Python project for recursive data collection of tweets and follower networks extending to second-level connections.
 - Conducted tweet content analysis through visual word clouds. Developed and analyzed complex follower graphs using Gephi, incorporating advanced community detection algorithms and relationship pattern analysis.
- Personal website at bolte.id created with NextJS and deployed through Cloudflare Pages.