Philipp Bolte

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ABOUT

I love designing and building innovative full-stack solutions to real problems, adopting a practical, product-oriented mindset. I thrive on learning and experimenting with new technologies, integrating them into my work or just discussing them with my colleagues. I value working within small, dedicated, and highly-skilled teams that get the work done.

WORK EXPERIENCE

March 2022 – Today

Full Stack Software Engineer
Spherity GmbH

- Co-designed and developed CARO.vc, a B2B Self-sovereign Identity (SSI) wallet for the US pharmaceutical market.
- Developed a dashboard that allows users to keep track of their compliance status.
- Integrated Stripe and Gleap for an automated and streamlined customer payment and support process. Also implemented base features for credential onboarding, user and partner management, and internal admin features.
- Development of Self-Sovereign Identity (SSI) functionalities into CARO and their integration with the Open-Credentialing Initiative (OCI). This includes drafting and negotiating changes to the OCI standards for digital wallets.
- Co-authored standards, including ERC-5539 "Revocation List Registry" and ERC-7506 "Trusted Hint Registry", with ERC-7506 emerging as a foundational cornerstone for issuer verification within our ecosystem. This includes a set of open-source components bringing the standard to production (smart contract, TypeScript library, Next frontend)
- Stack: NestJS, Veramo, Auth0, Prisma, Jest, Vitest, React, Next, Tailwind, Cypress, Typescript, Solidity, Foundry, Viem, GitHub Actions, Terraform, Fly.io, Crunchybridge

March 2019 – May 2020

Working Student
Boston Consulting Group GmbH, BCG Platinion, Blockchain Chapter

- Conception, development and presentation of Blockchain PoCs for various sectors, including land registries, aerospace, and apartment rentals.
- Stack: Ethereum, Solidity, web3.js, Hyperledger Fabric

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

Projects

- Oscar: A SwiftUI Weather App
  - Apple's weather app is as unreliable as a weather app can be since iOS 16 and its inclusion of Dark Sky. I try to do it better by incorporating free and open weather data (Open-Meteo, DWD products) into a beautiful and free app. Features include many forecasts (minutely rain, hourly, daily, air quality), radar map, and widgets.
  - Playground for native iOS APIs and the learning experience.
  - Currently rewriting the base architecture from MVVM to MV, @Observable reactivity pattern, usage of an OpenAPI client for network calls, and i18n.
- ServerlistMOTD: A Minecraft server plugin
  - Allows server owners to customize text in users server list for their server (MOTD) with over 100.000 downloads across all platforms.
  - Can be used to overwrite number of currenlty playing users and slots, as well as situational MOTDs based on the player pinging. This includes custom variables, a MOTD for whitelisted or banned players, and a maintenance mode.
  - First development project from 2014 when I was 15 to learn Java.
- Follower network analysis of two German parties on Twitter
  - Scraping tweets and followers up to the second level from Twitter via a Python script.
  - Tweet analysis via wordclouds. Creation and analysis of follower graphs for each party using Gephi, including community detection and analysis.
- Personal website at bolte.id made with Nest.js and deployed via Cloudflare Pages.
- BTTV for Safari: Custom Twitch emotes via BTTV/ FFZ/ 7TV for Safari.
- ChargeMe: A macOS charging reminder sending notifications for each percentage drop below five percent.