

Savvas Dalkitsis

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Android geek, TDD nut, international speaker, born in Greece 🇬🇷, British citizen 🇬🇧 living in London for the past 12 years.

I'm obsessed with technology, and love everything Android. I have been coding as a pastime since the age of 7 and have been doing it professionally since 2008, focusing on Android for the last 12 years.

I have a B.Math from Aristotle University in Thessaloniki, Greece

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EXPERIENCE

📍 [ASOS](#), London

Principal Software Engineer (Apps) – August 2017 - Present

Lead Software Engineer (Android) – July 2016 - August 2017

Initially brought in to **lead one of the 2 Android teams**, I was responsible for 4 engineers, helping maintain coding standards and making sure the team could deliver in a timely manner while not sacrificing quality.

During my time as a **team lead**:

- I introduced a test first mentality, focusing on **BDD** and **automated testing**, which the project lacked completely.
- **Mentored** junior and senior team members, especially with regards to **test driven development**.
- Having achieved almost **100% acceptance testing automation**, we managed to reduce our release cadence. from 1 month with a half day regression testing phase, down to a **weekly release** with a 10 minute smoke test. We have effectively achieved **CD**, only choosing a weekly release schedule so as to not swamp our users with updates.

The Apps team (iOS and Android) grew at a very fast pace, from **10 engineers to more than 30** in the span of 2 years, and someone was needed to take ownership of the team as a whole. In my new role as **Principal Engineer**, I moved away from the daily delivery of one agile team into having an **overview of all 6 teams on both platforms**. I was tasked with providing support and guidance when it came to code quality while also focusing on the bigger picture of how the teams deliver, making the developer experience as removed from distractions as possible.

Notable work includes:

- Helping bring the **iOS** team to the same level of automation as the Android team.
- Moving all new development on the Android client to **Kotlin**, greatly reducing maintenance overhead and bugs. A **talk** about our transition was presented at **Mobicconf**, Kraków (<https://noti.st/savvas/3RYKMi>).
- Helping our **Principal Architect** and **Platform Leads** plan the upcoming roadmaps by being involved during the research phase and helping estimate effort and feasibility of proposed features.
- Deeply involved in helping shape our **recruitment process**, screening candidates before the in-depth technical interview.
- Getting involved in the wider engineering community inside ASOS, something the Apps team had been very isolated from, and started adopting some of the tools & standards already in place for the other teams.
- Building a new **configuration web service** for the apps, allowing us to easily and quickly configure our offering per region and market. The service is deployed using **Docker** and **Microsoft's AKS**.
- Internally **evangelizing** the Apps team's testing methodology, with a few teams having already adopted our approach.
- Being heavily involved in the reboot of the **ASOS technology blog** (<https://medium.com/asos-techblog>).

📍 [Shazam](#), London

Senior Software Engineer (Android) – April 2013 - July 2016

Mobile Software Engineer (Android) – April 2011 - April 2013

Our team was responsible for building and maintaining the Android client. We modernized the codebase, which was largely a ported J2ME app, being one of the first teams globally, to our knowledge, to introduce well known architectural patterns and methodologies like **MVP** and **TDD** to Android.

SKILLS/BUZZWORDS

Android, Kotlin, Java, Groovy, Gradle, Maven, (A)TDD, BDD, Clean Architecture, SOLID, YAGNI, Jetpack Compose, SQLDelight, Coroutines, MVI, MVP, RxJava, Agile, SCRUM, Kanban, CI, CD, Git, Github, IntelliJ, Android Studio, Jira, Azure Devops, Teamcity, CircleCI, Bitrise, Docker, Kubernetes

As we were a, primarily, music recognition app, I had to work with low level **audio/video Android APIs**, worked on integrating **visual recognition** into the app, building custom experiences for our partners like Coca-Cola and innovate on engineering practices to enable us to work in a **trunk based development** process with a large team while test driving everything in the code base.

As a **senior engineer**, I helped mentor new members and teach them **Test Driven Development** (which was in its infancy in the Android world at the time).

I also spent part of my time promoting the technical profile of the company by speaking at various **conferences** around the world including (but not limited to): **Droidcon** (London, Montreal, Dubai, Bucharest, Zagreb, Greece), **Devoxx** (London, Krakow) and **QCon**. Full list of appearances can be found at <https://noti.st/savvas>

I was also actively involved in our **recruitment process**, attending many recruiting events, preparing interview questions and online tests and finally interviewing candidates.

In the absence of our regular team lead, I would also take the responsibility of **leading the team**, making sure the developers did not have any issues blocking their everyday work, **managing expectations of our stakeholders** while trying to release a major rewrite with tight deadlines.

📍 Hampton Data Services, London

Software Engineer (remote contract) – December 2008 - April 2011

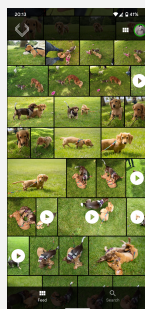
Worked on a remote contract (from Greece) on maintenance and implementation of new features on the company's flagship product HDGeoscope, a **GIS based Desktop information management solution** targeted at companies in the Oil and Gas Industry.

Key projects delivered:

- An automated **installation solution** for HDGeoscope that manages the silent installation of many subcomponents such as MS SQL Server and its prerequisites and automatically setting it up for end use.
- Migrated source control from outdated **Visual SourceSafe** to **SVN** and **trained** other developers on its use.
- Modernized deployment process by setting up **Continuous Integration** and one click delivery from source to final product (DVD).
- Creating a new, modern **map navigation interface** to replace the old one and bring it closer to the industry standards (changes include Google maps - like navigation by panning and interactive zooming).
- A **geo-referencing system** for placing images on the map.
- Implementing a chart based information system that is integrated into the GIS map.
- Created a job scheduling sub-system that allows users to create recurring jobs on the server.

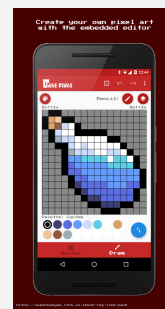
PROJECTS HIGHLIGHTS (more on <https://github.com/savvasdalkitsis>)

UhuruPhotos



UhuruPhotos is an Android client for LibrePhotos (a Google Photos replacement) written using the latest Android technologies, like Jetpack Compose, SQLDelight, Coroutines etc using an MVI architecture.

Gameframe



Game Frame is a grid of 256 ultra-bright LED pixels, perfect for showcasing pixel art and old school video game graphics.