

# Folkert Saathoff

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

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## 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
- User Interface Design
- Real-Time Graphics and Real-Time Image Processing

## SKILL SET

### Languages

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

### Frameworks/APIs

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

### Tools

- gcc, gdb, dtrace
- svn, p4, make, autoconf
- Xcode

### Operating Systems

- Mac OS X
- FreeBSD, OpenBSD
- iPhoneOS

### Networks/Services

- IPv4, IPv6, MIPv6
- DNS
- HTTP
- SMTP, IMAP

### 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, Computer Networks, Operations Research, 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 - present WeSoft Ltd, Shatin, Hong Kong  
**Senior Software Engineer**  
Worked with Identity Management systems, specifically an Active Directory client for UNIX platforms. Cooperated closely with the California based client and was technical lead for the Mac OS X team in Hong Kong. Researched, implemented and maintained various Mac OS X specific features of the product.
- Mar 03 - Jul 03 Wachendorff Elektronik GmbH, Geisenheim, Germany  
**Software Engineer (Internship)**  
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.

## **Freelance**

- Dec 08      Stadtleben GmbH, Wiesbaden, Germany  
**Software Development**  
Designed, developed and delivered an iPhoneOS web radio client for the web radio station *we-love-house.fm*.
- Dec 02 - present      Stadtleben GmbH, Wiesbaden, Germany  
**System Administration**  
Provided system administration services for a community/event management 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.
- 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      Fachhochschule Wiesbaden, Germany  
Sep 03 - Jan 04      **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      Fachhochschule Wiesbaden, Germany  
Sep 03 - Jan 04      **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 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.

## REFERENCES

Academic Reference

**Prof. Dr. Martin Gergeleit**

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Work Reference

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