

Hey, I'm Heiko Behrens

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Skills

I am a software engineer whose passion lies in building great products and solving technically challenging problems while helping others to excel. After almost 20 years in this industry, I have pushed the limits of embedded devices, led teams to deliver scalable enterprise systems, created new departments within companies, and started my own. During this time, I engaged with different developer communities through open-source projects, conference talks, podcasts, and other fun projects.

Experience

09/2018 - PRESENT

Oculus VR, Menlo Park (CA) - *Software Engineer*

- Core Software Systems Engineer
- n00b

01/2017 - 07/2018

Intel Corporation, Santa Clara (CA) - *Principal Engineer & Team Lead*

- Technical team lead (firmware, developer tools & processes)
- Platform architect for upcoming [Vaunt AR Glasses](#)

2014 - 2016

Pebble Technology, Redwood City (CA) - *Senior Software Engineer & Team Lead*

- Technical team lead (firmware for smartwatches and developer tools) for 4 major product launches including [Pebble Time](#), and [Pebble Time 2](#)
- Platform architect for several products
- Developer evangelist and technical representative
- Various internal roles to mentor, manage, and share knowledge

2011 - 2014

BeamApp, Kiel (Germany) - *CEO & Founder*

- Built cross-device context switching technology
- Raised with money from Lars Hinrichs, founder of XING
- Received several rewards (e.g. [TNW "2012 most innovative"](#))

2010 -2011

itemis Mobile, Hamburg (Germany)- *Head of Mobile Development*

- Set up the company's mobile offices in Hamburg and Lünen, recruited mobile team
- Team lead (engineering team) and principal consultant for mobile strategies
- Developed toolchains for mobile web, iOS, and Android

2008 -2010

itemis, Lünen (Germany) - *Senior Software Architect*

- Full-time open-source committer on Eclipse modeling projects such as Xtext and Xpand
- Regular speaker at conferences and supporting role for sales team
- Responsible for building custom languages and toolchains (e.g. major building block for the Xetra high-volume trading system at German Stock Exchange in less than 6 months)

2005 -2008

AF Software, Neumünster (Germany) - *Head of Software Development*

- Started as a software developer (CRM system for lawyers and tax advisors)
- Was quickly promoted to the Head of Software Development
- Responsible for strategic decisions and customer relations on a technical level

Education

10/2001 - 09/2005

Nordakademie, Elmshorn (Germany) - *Computer Science & Business Management*

- Diploma thesis grade 1.0 ("best of the year")
- Term abroad 2004: University of Auckland (New Zealand)
- Working as software developer during dual study with AF Software

Noteworthy Projects

Since I moved to the USA and started at Pebble in 2014, some of these projects were discontinued

- Delivered more than 60 technical talks, workshops, and keynotes since 2008 (e.g. [JSConf 2016 Iceland “JavaScript on Tiny Wearable Hardware”](#))
- Port of PC Demo [“Intrinsic Gravity” to Original Pebble smartwatch with only 24K RAM](#) (1st place at Evoke demo scene competition 2017) and earlier port of classic PC Demo [“Second Reality” to Pebble Time smartwatch 64K RAM](#) (2nd at Evoke demo scene competition 2016)
- Organized local German hackathons (<http://kiel.stadthack.de>, <http://bremen.stadthack.de>)
- Host of UISprech, first and only German iOS developer podcast (1500+ subscribers) <http://UISprech.de>
- Conceived, designed, implemented, and sold camera rig for on-stage presentations to various international conference organizers and speakers <http://camholder.org>
- Built and sold various iOS/Android applications since 2009, e.g. [utility that streams phone’s camera feed to Pebble smartwatch](#), game that [combines video compositing with OpenGL](#), game that implements [water physics and OpenGL](#) smoothly on iPhone 3G

Qualities

- Self-directed and passionate
- Leadership skills, integrity
- Lateral and visual thinker
- Meticulous yet pragmatic
- Likes tools and loves the human mind

