

Business Partner Profile

Flutter – Developer Expert and Trainer



Name Roland Wimmer

Address Lohengrinstr. 53A
81925 Munich

Mobile +49 (0)1525 / 616 86 61

E-Mail roland.wimmer@grappfruit.com

Web <http://grappfruit.com>

Year of birth 1983

Expertise

Platforms

[Flutter – 6+ Years](#)
[Android native – 12+ Years](#)

Programming Languages

Dart, Kotlin | Java, TypeScript/JavaScript, Python

Programming Techniques

Clean Architecture
Reactive Programming
Extreme Programming / TDD
Clean Code
Build Automation

Services

Google Firebase & App-Engine
Amazon Web Services

Natural Languages

German – native
English – business fluent

Profiles & Publications

GitHub

<https://github.com/grAPPfruit>

Medium

<https://medium.com/@roland.wimmer>























LinkedIn

<https://www.linkedin.com/in/grappfruit>

Xing

https://www.xing.com/profile/Roland_Wimmer6

Project History - Overview

since 04.2025	Flutter App: MyWolf – Wolf	
since 05.2023	Flutter App: MagicScout – Bayer	
10.2022 – 04.2023	Android App: Ridux Collaboration Client – Blackned	
10.2022 – 11.2022	Flutter Training: "Flutter mit Dart" – Viessmann	
07.2019 – 03.2022	Flutter App: Apps for 11+ Countries – MediaMarkt & Saturn	
09.2020 – 11.2020	Flutter App: Vjumi – Telekom	
08.2018 – 06.2020	Android & Flutter: Hybrid Apps 11+ Countries – MediaMarkt & Saturn	
10.2018 – 05.2019	Flutter App: mealPro – MealPro	
11.2017 – 07.2018	Android App: REWE Lieferservice, Supermarkt – Rewe Digital	
05.2017 – 04.2018	Flutter App: foodsharity – foodsharity	
12.2016 – 07.2017	Android App & AWS Backend: Access UK – Vodafone	
06.2016 – 11.2016	Android-SDK: Passbook SDK for Vodafone Wallet App – Vodafone	
10.2015 – 09.2017	Android App: WDR – Hören, Sehen, Mitmachen – WDR	
05.2015 – 06.2015	Android App: SparkassenScan! – Sparkasse	
04.2015 – 08.2015	Android App: CarUnity – Opel	
04.2015 – 06.2015	Android App: Tattoo-Erotica – Huber Verlag	
12.2014 – 05.2015	Android App: Switch Box App – Schuster Energie	
08.2014 – 11.2014	Android App: A Word! – grappfruit	
02.2014 – 05.2014	Android App: marktcom – Die Flohmarkt App – marktcom.de	
10.2013 – 11.2013	Android App: Internal App – Eli Logistics Solutions	
10.2013 – 11.2013	Android App: Multiple internal Apps – Die MedienPartner	
11.2012 – 11.2013	Android App: ADAC Camping und Stellplatzführer – ADAC	

Project History - Description

Since
04.2025

Flutter App: MyWolf – Wolf

MyWolf is an app that provides partners with a simple and concise way to set up heating equipment directly at their clients even without any internet connection. Improved team efficiency by implementing a streamlined CI pipeline and revamping the app's offline caching to simplify logic and boost reliability/performance. Built a multi-step golden test framework as an alternative to flaky and expensive E2E tests, increasing release confidence and speed. Led significant refactoring using clean architecture principles.
WOLF GmbH

Flutter, Dart, Clean Architecture, Bloc, RX, REST, Firebase, Sentry, GH-Actions

since
05.2023

Flutter App: MagicScout – Bayer

MagicScout is an app that helps farmers optimize their day-to-day work. Working on refactoring the app from PoC to clean architecture using extensive unit testing. Creating and using packages to modularize the app and keep it maintainable. Extend the component library with reusable Widgets.
Bayer AG, Leverkusen, actcon

Flutter, Dart, Clean Architecture, Provider, Riverpod, RX, REST, GraphQL, TDD, Firebase, Lokalise, GH-Actions

12.2023 –
07.2024

Flutter App: Railsoft – Railsoft

Developed the RailSoft Android app (Flutter) from scratch using clean architecture and a local-first caching strategy, ensuring full offline capability with robust backend sync. Implemented state management with Riverpod and automated builds via CodeMagic. Integrated Firebase for crash reporting and demo distribution.
railsoft GmbH

Flutter, Dart, Clean Architecture, Riverpod, RX, REST, TDD, Firebase, Codemagic

10.2022 –
04.2023

Android App: Ridux Collaboration Client – Blackned

Due to high security requirements, I cannot provide any information. Working on the Ridux Collaboration Client (Android App).
blackned GmbH, Solcom

Android, Git, and mostly proprietary software

10.2022 –
11.2022

Flutter Training: "Fluttern mit Dart" – Viessmann

Remote training session for 9 internal developers at Viessmann. The training was for absolute Flutter beginners and covered the following topics:

- Installing Dart
- Installing Flutter with FVM
- Dart for developers
 - syntax and features
 - type system
 - concurrency with special focus on isolates
- Flutter project structure and setup
 - including dependency management
- State Management Overview of the Current State of the Art
 - setState
 - InheritedWidget
 - Provider
 - BloC
 - Riverpod
- Multi-environment setup with custom configuration files

Animations
Internationalization
Tips and Tricks from practice
How to not use the mouse for development
Flutter for desktop
Viessmann GmbH & Co. KG, KIT Kommunikation & IT-Trainings-Services

04.2022 –
09.2022

Timeout for family and recuperation

07.2019 –
03.2022

Flutter App: MediaMarkt, Saturn – MediaMarktSaturn

Implementing new Flutter app for Android and iOS for both MediaMarkt and Saturn with complex project requirements:

- Project setup based on Clean Architecture
 - MediaMarkt and Saturn Apps from one code base
 - Different flavors for the 11+ supported countries
 - Modular and scalable codebase to support growing team, scaled from 3 to 10 devs
 - Domain layer 100% unit tested
 - Data layer 100% unit and integration tested
 - UI layer partly widget tested
 - UI Component Library for separating UI complexity regarding MediaMarkt and Saturn branding requirements
 - Automated build pipeline on CircleCI with checks for code compliance, test stability, and release management to multiple test environments and app stores (Google and Apple) with automated change log generation
 - Mentoring multiple Android and iOS developers of different skill levels, from Junior to senior, in Dart and Flutter
 - Responsible for hiring and mentoring new employees
- MediaMarktSaturn, LeanDirection

Flutter, Dart, GraphQL, Clean Architecture, TDD, Firebase, Phrase, Sentry, GH-Actions

09.2020 –
11.2020

Flutter App: Vjumi – Telekom

Implementing the base app structure for the Vjumi Flutter app to be further developed by internal developers.

Hand-over to internal developers and training in topics like Clean Architecture, Clean Code, DI, testing, TDD and widget management in custom widget library.
d-amp digital automotive mobility provider GmbH

Flutter, Dart, Clean Architecture, TDD, Firebase, REST









08.2018 –
06.2020

Android & Flutter: MediaMarkt, Saturn – MediaMarktSaturn

- Training the Android and iOS teams in Clean Architecture
 - Introducing Clean Architecture to the existing Android App
 - Extracting modules from the existing code to fit best with both the clients requirements and the architecture pattern
 - Replacing existing web views with native counterparts
 - Bug fixing and improvements
 - Integrating an NFC Scan feature into the existing Android and iOS Apps
 - Introducing Flutter to the company by implementing a POC and presenting the benefits and drawbacks of the technology
 - Part of the core maintainer team for a back-end orchestration service (aka. BOS or BFF) running GraphQL in Node.js with TypeScript
 - Introducing concepts of clean architecture into the BOS layer for more efficient collaboration
- MediaMarktSaturn, LeanDirection

Android, Kotlin, Flutter, Dart, GraphQL, TypeScript, Clean Architecture, RX, TDD, NFC

- 10.2018 – 05.2019 **Flutter App: mealPro – MealPro** 
 Developing a B2B canteen digitalization app in Flutter with clean architecture for Android and iOS for the start up MealPro. The app is a white label solution and therefore capable of being built individually for multiple clients from one codebase by specific Gradle rules (Android) and highly customized Xcode build rules (iOS). The build process is automated and streamlined with Fastlane and releases versions to Fabric Beta for testing by default.
 Implemented an Admin Portal web front-ent in Vuejs to easily manage the data on Firebase for each client individually.
 MealPro UG, haftungsbeschränkt
 Android, iOS, Flutter, Dart, Clean Architecture, Vuejs, JavaScript, Firebase, Fastlane
- 11.2017 – 07.2018 **Android App: REWE Lieferservice, Supermarkt – Rewe Digital** 
 Improving the existing Rewe Android App as part of a team with about five members (fluctuating). Teaching the team on how to properly implement Clean Architecture. Development of first feature in Clean Architecture as a template. Helping the team to implement new features in compliance with the Clean Architecture layers. Trying to transition the team to follow the TDD practice.
 Rewe Digital GmbH, Computerfutures
 Android, Kotlin, Clean Architecture, RX, TDD, Android-Studio, Git, Jira
- 05.2017 – 04.2018 **Flutter App: foodsharity – foodsharity** 
 Technical Leadership in developing the cross-platform App using Flutter with Clean Architecture and the back-end using TypeScript. Technical concept, software design and hardware architecture, planning and execution.
 foodsharity UG
 Flutter, Dart, TypeScript, Google Firebase, Android-Studio, Git
- 12.2016 – 07.2017 **Android App & AWS Backend: Access UK – Vodafone** 
 Technical concept and development of an access solution for Vodafone employees. The project focused on developing an app that helps employees transition from their existing plastic access cards to a Sim-Card based Solution.
 Vodafone D2 GmbH, Indiginox
 Android, Amazon Web Services, Mifare Classic and 4k, NFC, Sim Cards, TSH, Indala
- 06.2016 – 11.2016 **Android-SDK: Passbook SDK for Vodafone Wallet App – Vodafone** 
 Technical concept and development of a library for the existing Vodafone Wallet Android App.
 Vodafone D2 GmbH, Indiginox
 Android, Passbook, Java, Android-Studio
- 10.2015 – 09.2017 **Android App: WDR – Hören, Sehen, Mitmachen – WDR** 
 Improvement and feature development for the existing WDR Android App. Optimization of existing code, as well as bugfixing and maintenance of existing features.
 WDR mediagroup digital GmbH
 Android, Java, Android-Studio, SVN, VPN, Git
- 05.2015 – 06.2015 **Android App: SparkassenScan! – Sparkasse** 
 Creating an App focused on the metaio augmented reality SDK for the Sparkasse Mönchengladbach.
 Die Medienpartner, Thomas Vogel
 Android, metaio, Java, XML, Android-Studio

- 04.2015 – 08.2015 **Android App: CarUnity – Opel** 
Development of the CarUnity Android App as part of a small team.
No further details because of an existing NDR.
Adam Opel AG
Android, Facebook, Java, XML, Android-Studio, Git
- 04.2015 – 06.2015 **Android App: Tattoo-Erotica – Huber Verlag** 
Technical concept and development of the augmented reality Android App for Germany's biggest erotic tattoo magazine.
Die Medienpartner, Thomas Vogel
Android, metaio, AR, Java, XML, Android-Studio
- 12.2014 – 05.2015 **Android App: Switch Box App – Schuster Energie** 
Technical concept design and development of an app for the modernization of electronic control systems. Preparing an Android tablet as state-of-the-art replacement of a membrane keyboard. Connecting the Android App to the proprietary System by developing a low-level communication system based on the Modbus Protocol.
Schuster-Energiesysteme
- 08.2014 – 11.2014 **Android App: A Word! – grappfruit** 
Game design, technical concept and development of a multiplayer game based on the Unity3D game engine. Development of a back-end system for hosting the game logic. Implementation of a client-server communication protocol. Modelling of 3D game elements.
grAPPfruit
Client: Android, Unity3D, C#, Java, XML, JSON, Google Play
Server: Linux, Django, Python, uwsgi, nginx, JSON
- 02.2014 – 05.2014 **Android App: marktcom – Die Flohmarkt App – marktcom.de** 
Technical concept and development of the marktcom.de Android App.
Tom Virt, marktcom
Android, Java, XML, REST API
- 10.2013 – 11.2013 **Android App: Internal App – Eli Logistics Solutions** 
Finishing an Augmented Reality Android App based on the metaio-SDK. Compiling, and publishing on Google Play.
Die Medienpartner, Thomas Vogel
Android, Java, XML
- 10.2013 – 11.2013 **Android App: Internal Apps – Die MedienPartner** 
Technical concept and development of the augmented reality Android App demo for Die Medienpartner.
Die Medienpartner, Thomas Vogel
Android, Java, metaio, AR, XML
- 11.2012 – 11.2013 **Android App: ADAC Camping und Stellplatzführer – ADAC** 
Development of the ADAC Android App for searching camping sites in Europe on the ADAC database, with user data synchronization using Google Drive.
ADAC e.V.
Android, Java, XML, SQLite

Before working as a Freelancer...

- 09.2012 – 12.2012 **Android App: Letterpress** – grappfruit 🍷
Game design, technical concept and development of a game of Android.
Implementation of a client-server communications protocol and implementation of the back-end, as well as hosting and dev-ops.
Android, Java, XML, PHP, SQLite (Android), MySQL (Server)
- 04.2012 – 07.2012 **Planning and installation of Company IT – Westside-Werbung**
Planning and set-up of the company network, including an automated-back up system as well as IP video cameras for surveillance. Maintenance of the existing WordPress website.
HTML, CSS, AJAX, JavaScript, jQuery, MySQL, PHP, WordPress
- 10.2011 – 06.2012 **HHU-Düsseldorf**
Working on the Adhocracy platform
Python, HTML, CSS, XML
- 04.2011 – 10.2011 **HHU-Düsseldorf**
Implementation of a tool for real-time capturing and metering of package data in high-speed networks such as the backbone of the internet as part of my masters thesis with the topic: "Probabilistic Flow ID Recording in High-Speed Networks"
Java, C++
- 11.2010 – 04.2011 **Android App: MacroCraft** – grappfruit 🍷
Developing a StarCraft II clone for Android devices known as the MacroCraft series on Google Play. Had to take it down due to legal issues :)
Android, Java, XML, SQLite
- 02.2010 – 05.2010 **HHU-Düsseldorf**
Development of a tool for the step-by-step visualization of network flow algorithms as part of my bachelor thesis.
Java, XML, SVN

School and Studies

- 2006 – 2011 Studying informatics at the Heinrich Heine University, Düsseldorf
Graduation: Master of Science (M.Sc.) degree with honors
- 2005 – 2006 Working as technical illustrator at Alpine Energie
- 2004 – 2005 Selective service at the Austrian Armed Forces
- 1997 – 2004 Matura in Linz, Austria

Awards

- | | |
|------|--|
| 2016 | First Winner: Vodafone Wallet —
Best Gift/Incentive Card Programme
http://emergingpaymentsawards.com/awards/2016/winners2016/ |
| 2016 | First Winner: Vodafone Wallet —
Best Proximity/Contactless Payments Solution
http://emergingpaymentsawards.com/awards/2016/winners2016/ |
| 2016 | First Winner: Vodafone Wallet —
Engagement & Loyalty Scheme of the Year
http://www.payments-awards.com/awards/winners16.php |
| 2016 | Overall Winner: Vodafone Wallet
http://www.payments-awards.com/awards/winners16.php |