Ingo Richter

Principal Software
Engineer/Tech Lead

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Over 20 years of hands-on agile experience building and helping engineers to deliver software that customers love. I'm currently driving the future of the Adobe mobile SDK. I delivered innovative open source and closed source products on Windows, macOS, and iOS.

Work Experience

Adobe
Jun 2019 – Current

Senior Computer Scientist

- Design and develop features for the iOS Creative SDK that is used by Adobe's mobile apps and used by millions of users daily
- Support our internal iOS clients to deliver successful user experiences
- Improve quality, performance and reliability of the Creative SDK
- Analyzed and reduced the number of CSDK crashes from thousands to less than 100 per day
- Analyzed and tracked analytics events to improve our OAuth implementation

Adobe
Jul 2015 – Jun 2019

Senior Computer Scientist and Adobe Experience Design Aka Adobe Xd

- Implemented feature with the On-Boarding Team on Adobe Experience Design (XD) to drive customer growth. Increase retention by 20%
- Guided the Adobe XD Team to implement the initial Device Preview for iOS
- Provided input and support for the XD DevOps team to build a reliable CI/CD solution

Adobe
Feb 2015 – Jun 2015

Senior Computer Scientist and Web P and A

- Worked with small dedicated team to develop an innovative feature for Photoshop
- Led the development of communication protocol to let Photoshop communicate with iOS devices
- Contributed to the iOS companion app (Xamarin) to preview designs from Photoshop
- Developed and maintained the CI/CD automation system

Adobe
Mar 2013 – Feb 2015

Computer Scientist and WebP&A

- Worked on Adobes first open source project Brackets
- Added native menus and file system functions to Brackets Linux version
- Developed Logfile Analysis tool to measure Brackets Extension popularity
- Implemented OAuth based authentication for Adobe Edge Code
- Designed and owned the Build Automation for Brackets and Edge Code on OSX, Windows, and Linux

Adobe
Sep 2010 – Feb 2013

Senior Computer Engineer/Team Lead

- Designed and implemented a distributed build and performance system that led to higher product quality
- Enhanced reliability of Adobe Service Infrastructure on Windows and OSX
- Reduced memory consumption and startup time by designing and implementing a native authentication mechanism for the Adobe Service Infrastructure on Windows and OSX as a replacement for the Java solution
- Mentored and trained new team members

Adobe Systems Engineering

Jan 1999 – Aug 2010

Computer Scientist

- Implemented WebDAV server for Version Cue
- Implemented testing framework in Perl for regression testing of the WebDAV protocol
- Setup and maintained automatic build process

Usweb/CKS

Oct 1997 – Dec 1998

Software Engineer

- Designed and deployed web-based employee phone book webapp using servlets and JDBC
- Developed expense report application with ASP and SQL Server
- Developed functionality for customer websites using Perl and ASP

Identification Systems Dermalog

Jul 1996 – Sep 1997

Software Engineer

- Developed Visual C++ application to scan paperbased fingerprints
- Spent several weeks in Malaysia helping the Immigration Dept to integrate our product

Management Data, Inc.

Aug 1995 – Jun 1996

Software Engineer

- Customized Audio software for radio stations
- Introduced ODBC to existing Audio Management Application to replace all embedded SQL
- Developed tool to extract comments from C source files to generate documentation in WinHelp format
- Extended existing Audio Management Application with MFC and C++

Digital Collections

Aug 1991 – Dec 1992

Software Engineer

- Taught QuarkXPress to graphic design team of major magazine publisher
- Created tools to process news streams for digital asset management system

Education

Tech School Wilhelmsburg

Jul 1993 – Jun 1995

State certified assistant for IT

Focus on Software Development and Electronics

Technical University Darmstadt

2000 – 2002

Not finished

Computer Science and Economics

Skills

| Agile Methodologies | Objective-C | C++ | Swift | SwiftUI | Swift |

| Javascript/TypeScript | Java |