

/e/OS and the Art of Remote Project Management

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In this article, we look behind the scenes to understand how the team at /e/OS works!

For those who have not been following up on the developments in the smartphone OS world, /e/ OS is a de-googled, privacy-focused, android-based smartphone operating system. The project is the brain child of Gaël Duval, the man who created Mandrake Linux. /e/OS is forked from LineageOS.

The team did not just stop with the forking. First, they removed the Google calls which were spread all over the source code. Next, they replaced several of the default apps and added FOSS replacements. With a single /e/ account, user data on the phone could be automatically synchronized with ecloud servers. What data was to be synced can be controlled by the user.

By the middle of 2018, the beta version of the /e/OS was ready. /e/OS today supports 91 smartphones. For those who are not comfortable flashing their smartphones, /e/ offers a range of refurbished smartphones, which can be purchased with /e/OS already flashed on them. Currently they are testing Mail-in-your-phone, a service where users who are not confident flashing their own devices, can send it to /e/ and get it flashed!

All this forking, debugging, rewriting and modification requires design, development and testing efforts. After the OS is flashed on smartphones, support for the end users is required.

Lets understand how /e/ manages all these different activities.

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