

Jakob Eklund

CV

Summary

I am an inventive, curious, and analytical software developer who finds it easy to see the broader picture. Since I have worked as both agile coach and IT solutions manager, I am also used to guiding groups in both projects and ongoing development.

After 10+ years in the IT industry, I am most aware that software does not emerge out of code alone. The organizational and cultural aspects are at least as important as the technical. For me, self-organizing teams, high-frequency deliveries and a scientific approach are all necessary to produce robust and well-functioning solutions.

GOAL

I want to make computer games that stimulate a sense of discovery, creativity, lateral thinking and empathy.

As far as my individual work is concerned, I prefer to be a generalist rather than specialise. That being said, I am extra interested in software architecture, procedural animation, test-driven development and accessibility.

I'm most comfortable working in inter-disciplinarily teams. I have taken leadership roles before and can do so again if the need arises.

Work experience

2018-08 – 2019-06 Team lead

Kundo

In my role as Team Lead, I guided a team of six senior developers through the development of a new cloud service-based customer service product for Facebook. My responsibilities included developing the team at the individual and group level, project management (e.g. planning, goal definition, status reporting, customer relations) and personnel admin (e.g. recruiting, yearly employee interviews and salary negotiation).

2012-09 – 2018-08 Scrum master/IT solutions manager/Software developer **MTM**

Swedish Agency for Accessible Media, MTM, has the mission to ensure that everyone has access to literature and information, regardless of reading ability.

At the agency, I have coached teams of between five and ten people. Over the years I have established reasonably robust processes for requirements, development and deployment. When I arrived at the authority, development often took place in separate drainpipes, with a low degree of business

Jakob Eklund
jakob eklund@superattack.se
070-7744749

interference and rare (usually problem-heavy) releases. On my initiative, we gradually transitioned to work after a backlog prioritized by the business, according to "scrumban" principles, with a large degree of collaboration between the developers (often using pair- and mob-programming), a healthy amount of automated tests and deployment to live systems every Wednesday.

I participated in the introduction of the maintenance management model PM3. Once the model was in place I served as IT Solutions Manager ('Förvaltningsledare IT') for several years. When necessary, I also acted as software architect, technical project manager and third line support. On top of all this I also did a lot of coding.

2010-03 – 2012-08 Flash-developer Picsearch/Screen9

Developed and maintained the company's two flash-based video players 'Rutile' and 'TuiPlayer'. These were used on the websites of Swedish public radio, MKTMedias, Bubbleroom and TUI (among others).

I wrote the first player almost from scratch, while the latter was something I took over and primarily maintained. Writing an entire player as a greenfield project gave me the chance to work 100% test-driven for the first time in my career. Basically all the functionality of the player had automatic tests that verified correct behavior. In two years there were quite exactly 1'000 tests.

Several employees, among them the CTO, were British so that was a good opportunity to sharpen my professional English communication skills. I also worked with integration with other companies' platforms and occasionally coordinated with offshore development efforts in India, Russia and Poland.

2009-08 – 2010-02 Front end developer Atex Polopoly

Hired as an Ajax-specialist. Contributed to developing the company's primary product, which is a CMS system for publishing newspapers on the web.

2007-08 – 2009-06 Java-developer / Consultant ElanIT

As a Java-consultant I first worked on building jalbum.net, a web community for photographers, and then on an embedded systems project in Java/C at Assa Abloy.

2007-03 – 2007-07 Java-/PHP-developer Plus Four Six

Worked with the company's main platform as well as several smaller projects towards different customers. At that time Plus Four Six built various media download services for (pre-iphone) cellphones.

Education

2019 – (ongoing) Game programming TGA

Vocational education in computer game development. The core of the education is eight projects that are carried out jointly with the school's other disciplines (Game graphics and Level design). The primary programming language is C++, although C# is also used to a lesser extent.

2001 – 2005 Bachelor of Science in Engineering KTH

Bachelor's degree in computer engineering, with a specialization in Media Technology. Focused on computer technology, but also contained information science, printing, radio- and TV production.

2017 Japanese Stockholms University

Basic understanding of the Japanese language. More or less equivalent of JLTP 5.

2011 3D modeling University of Gävle

3D modeling and animation in Blender.

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| 2008 | Mixed computer science courses | University of Gotland ¹ |
| | Distributed systems with EJB 3, Design patterns. | |
| 2004 | Game development | DSV (KTH/SU) |
| | Education with both technical and design oriented aspects. | |
| 2005 | Mixed courses | Komvux ² |
| | How to run your own company. Law. Organisation and leadership. | |
| 1998 – 2001 | Natural science program (high school) | HGY |

BUZZWORD BINGO

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|--------------------------|--|
| Game development | Languages: C, C++, GodotScript, C#, Rust Engines: Godot, Unity, Sidetrack (developed at TGA) Tools: DirectX 11, Raylib, ENTT, ImGui, PhysX, FMOD, OpenGL, OpenAL, Catch2, GNU Make |
| Web development | Languages: Java, JavaScript, ActionScript 3.0 (Flash), Elm, Python, Clojure, Scala Tools: Tomcat, JBoss, Hibernate, PostgreSQL, Apache HTTPD, JUnit, Mochito, Hamcrest, Selenium, elm-test, FlexUnit, Maven, Ant, Mochajs/Chaijs, Jest, Gradle, NPM, Webpack, RequireJS, Parcel, Puppet |
| Operative systems | macOS, Windows XP/7/10, RHEL/CentOS, Ubuntu Linux, Pocket PC |
| Version control | Git, Subversion |
| Misc. | Jira (admn), Jenkins, Github Actions, Bash |

LEADERSHIP CERTIFICATES/COURSES

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| PM3 förvaltning | Dataföreningen Kompetens (2013) |
| Certified ScrumMaster | Crisp/ScrumAlliance (2014) |
| Att leda utan att vara chef | Confex Sverige AB (2015) |
| Ny som chef | Mindset (2018) |
| Projektledarprogrammet | Mindset (2019) |

LANGUAGES

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|-----------------|----------------|
| Swedish | Native |
| English | Advanced level |
| Japanese | Basic level |

- 1 Now a part of Uppsala University
- 2 Municipality Adult education