

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 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 – 2022	Game programming	The Game Assembly (TGA)
<p>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).</p> <p>At TGA we build our own game engines in C++ from scratch. Having this experience, and the deeper technical knowledge that comes with it, makes it easier for us to quickly get up to speed with any tech-stack.</p> <p>Our team's final game "Sky Traveller", on which I worked as a programmer, managed to snag a nomination for 'Best tech' in the nationwide student-competition Swedish Game Awards 2021.</p>		
2001 – 2005	Bachelor of Science in Engineering	KTH
<p>Bachelors degree in computer engineering, with a specialization in Media Technology. Focused on computer technology, but also contained information science, printing, radio- and TV production.</p>		
2017	Japanese	Stockholms University
<p>Basic understanding of the Japanese language. More or less equivalent of JLTP 5.</p>		
2011	3D modeling	University of Gävle
<p>3D modeling and animation in Blender.</p>		
2008	Mixed computer science courses	University of Gotland¹
<p>Distributed systems with EJB 3, Design patterns.</p>		
2004	Game development	DSV (KTH/SU)
<p>Education with both technical and design oriented aspects.</p>		
2005	Mixed courses	Komvux²
<p>How to run your own company. Law. Organisation and leadership.</p>		
1998 – 2001	Natural science program (high school)	HGY

BUZZWORD BINGO

Game development	<p>Languages: C, C++, GodotScript, C#, Rust</p> <p>Engines: Godot, Unity, Sidetrack (developed at TGA), In-house engine at Hiber</p> <p>Tools: DirectX 11, Raylib, ENTT, ImGui, PhysX, Bullet, Enet, FMOD, OpenGL, OpenAL, Noesis, utest, Catch2, Vim, Visual Studio, Cmake, GNU Make</p>
Web development	<p>Languages: Java, JavaScript, ActionScript 3.0 (Flash), Elm, Python,</p>

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

	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
OS	macOS, Windows XP/7/10, RHEL/CentOS, Ubuntu Linux, Pocket PC
Version control	Git, Subversion
Misc.	Jenkins, Github Actions, Bash. Jira (admn), Clubhouse, Favro, Notion

LEADERSHIP CERTIFICATES/COURSES

PM3 maintenance managment	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

Swedish	Native
English	Advanced level
Japanese	Basic level