

HANS LÖFGREN

Software Engineer & Full Stack Developer

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Malmö, Sweden



EXPERIENCE

Full Stack Web & Cloud Developer

Jayway AB

Jan 2018–Current

Malmö, Sweden

- Software consultant, developer
- **TypeScript, Node.js, Vue, AWS, Docker, React, ML, CI/CD**

Jayway is the place where I learned how much I have yet to learn in software development. I got to engage with a lot of very senior frontend and cloud consultants on a daily basis. During my time I was primarily involved in two bigger projects. In both those projects I was assigned as frontend developer (TS/JS, React/Vue) but helped with cloud (AWS) management and development (Infrastructure as Code using CloudFormation and CDK) as well. The frontend work was node.js based SPAs while the cloud work was a mix of docker hosting (ECR, ECS), serverless stacks (Lambda, CloudWatch, Step-Functions) and CI / CD setup (CodeCommit, CodeBuild). Aside from my assignments in projects I was a coordinating a Machine Learning community engaged with developing and sharing competence and knowledge in applied ML within the company.

Head of Development, Co-owner

SkyMap Innovations

Sept 2015–Dec 2017

Växjö, Sweden

- Research & Development
- Project Management
- **JavaScript, Node.js, WebGL, Docker, Kubernetes, GKE, Angular**

Recruited as the first employee, co-owner and sole developer in a startup aerial (drone) measurement consultancy to develop a WebApp & SaaS-infrastructure. The infrastructure is now the backbone of what will become a service where property owners and construction site planners can oversee, document and collect data on their sites and projects. The backend is a Microservice infrastructure built in Node.js running on GKE using nginx as a reverse proxy/load balancer. The frontend is a mobile first hybrid web/app developed with the Ionic framework. As of Feb. 2017 it fashions a few 3D-tools, a Model- and Point Cloud streaming viewer, handling of documents, and a simplified user-, team- & project- administration.

PERSONALITY



Open & Intuitive

Creative problem solving, open, honest & intellectual discussion and imaginative play are all very important aspects of my personality.



Introvert

Highly independent and deliberate. I tend to myself and get things done when necessary.



Agreeable

Sociable and kind. I love listening, socializing, sharing and cooperating in a comfortable setting, and to a just amount.

PROGR. LANGUAGES



Appreciable

TypeScript JavaScript C / C++



Sufficient

HTML CSS Bash / Shell
Python SQL NoSQL



Elementary

Java C#

TECH. FAMILIARITY



Libs / Frameworks

Node.js Vue AWS React
Vuex & Redux WebGL
Electron



Tools

git npm Webpack Docker
VSCode JIRA + Confluence
Windows Linux GPGPU
Kubernetes Unreal Engine
Unity 3D



Methodology / Other

Agile FP OOP CI / CD
Event-Driven TDD
Machine Learning VR 3D

EXPERIENCE

Software & Systems Consultant

Sweco Position

📅 Aug 2014–Sept 2015

📍 Jönköping, Sweden

- Customer meetings, sales calls
- Project Management (small projects)
- **JavaScript, Node.js, C#, SQL, SCRUM**

During my year and a half as a software consultant at Sweco Position I got to wear a lot of hats. We were responsible for securing our own customers and projects by networking and selling, managing projects as well as implementing the solutions. The most noteworthy software projects I got to be a part were the following three: Developing a hybrid map-based app for data collecting on Pöls. Frontend was developed as a team, backend user-management I did solo. I was also the sole developer in a project for navigating a 3D landscape in the web. Lastly I also developed a time-management and report application in Meteor.js.

Management & Development

Mjölknir Games

📅 Aug 2013 – May 2014

📍 Karlskrona, Sweden

- Extracurricular "school project"
- **Unity3D, C++, C#, SCRUM**

This was a start-up game development studio with a group of friends from school. It was an immensely insightful experience in terms of organization, collaboration, group dynamics and leadership. Very organizationally challenging as all members of the team were also full-time students. We were a team of nine at our most. This resulted in a **cross-platform puzzle-game**. Five other core members of this team and I also developed a **game engine and a space game prototype in C++** for a class project just prior to Aug. 2013. The prototype incorporated a social web part for faction creation, resource management and ship customization.

LANGUAGES

Swedish

English

German



EDUCATION

M.S.E in Games & Software Engineering

Blekinge Institute of Technology

📅 Aug 2009 – June 2014

PAPERS

Utilizing state-of-art NeuroES and GPGPU to optimize Mario AI

Blekinge Institute of Technology

📅 Nov 2013 – June 2014

REFERRALS

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