HANS A. LÖFGREN

Software Engineer & Full Stack Developer

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EXPERIENCE

Freelance & Inhouse Developer

NETL AB

📅 Aug 2017–Current   📍 Jönköping, Sweden

- Self-employed
- **TypeScript, Node.js, React, Docker**

While looking for accelerators, incubators and clients to help me bootstrap my own business and get it up and running, I'm doing some freelance work as I learn as I go. In addition to that, the bulk of my time is spent on a project incorporating Unsupervised Machine Learning (AI), Blockchains/Cryptos and Cloud-technologies. This time is invested to learn technologies I believe in while attempting to make some use of what I create while I learn. It's a really tricky balance though.

Head of Development, VPE

SkyMap Innovations

📅 Sept 2015–Aug 2017   📍 Växjö, Sweden

- Project Management in SCRUM using JIRA/Confluence
- Research and Development
- **JavaScript, Node.js, Angular/Ionic, SQL, NoSQL WebGL, Docker, Kubernetes, GKE**

Recruited as the first employee 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.

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 PoIs. 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.

PERSONALITY

Open & Intuitive
Creative problem solving, open, honest & intellectual discussion and imaginative play are all very important aspects of my personality.
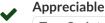
Introvert
Highly independent and deliberate. I tend to myself and get things done when necessary.

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 ES6   C / C++   HTML5   CSS3

+ Sufficient

Python   SQL   NoSQL

− Elementary

Java   C#

TECH. FAMILIARITY

Methodology

Agile   SCRUM   OOP   Event-Driven   Functional   TDD   BDD   RDB   UML

Libs/Frameworks

Node.js   Express   React   Angular   Ionic   WebGL

Tools/Other

Git   npm   Docker   GKE   Kubernetes   MongoDB   JIRA   Confluence   SourceTree   VSCode   Linux   GPGPU   ML / AI   3D   VR

EXPERIENCE

Management & Development

Mjölnir 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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