# 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

♀ 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 lonic 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**

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#### 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.

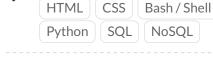


#### Agreeable

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

# PROGR. LANGUAGES



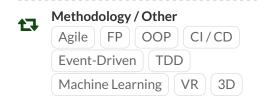




# TECH. FAMILIARITY







#### **EXPERIENCE**

#### Software & Systems Consultant Sweco Position

math 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 Pols. 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

Mjölnir Games

**Aug 2013 - May 2014** 

- 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 Al Blekinge Institute of Technology

Mov 2013 - June 2014

# **REFERRALS**

#### Martin Gunnarsson (employer)

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