

# ALBIN LINDSKOG

## Systems Engineer

Hands-on technical leader with experience of working both with rapidly iterating startups, and with mature, large scale, high availability systems. Currently working as the Systems Architect at a startup raising series A.

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🐙 AlbinLindskog

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## Technologies



### Design

- HTML5
- CSS3
- Figma



### Frameworks

- Django
- Celery
- React



### Languages

- Python
- Javascript
- Go



### Databases

- PostgreSQL
- Redis
- mySQL



### Infrastructure

- Docker
  - Kubernetes
  - Linux
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## Experience

Gigapay  
2019 - Now

### Systems Architect and Technical Lead

Gigapay, a fintech startup I co-founded, is building an infrastructure for making compliant, non-reoccurring salary payments. We are up and running in Sweden and Finland, and are currently expanding into the rest of the Nordics.

- Lead the design and development of Gigapay core, a fault tolerant payment processing system, that is still flexible enough to support multiple markets and product offerings.
- Investigated the feasibility of business inquiries, from a technical and compliance perspective, and designed, planned and delivered marketable solutions.
- Built a dev organisation, including hiring, training and leading a team of developers, and setting up the development tooling and processes.

Musicboard  
2020 - Now

### Technical Advisor

Musicboard is a social platform for people to share and grow their passion for music together, currently boasting tens of thousands of active users and millions of reviews.

- Developed the recommendation engine that powers the personalised feeds within the app.
- Built the infrastructure, CI/CD pipeline and the machine learning pipeline.

Zerebra  
2016 - 2020

### Senior Engineer and Partner

Zerebra is a tech agency working with clients ranging from start-ups to multinational companies building web and mobile applications.

- Managed several software project and clients from planning to launch.
- Worked to establish an engineering culture of testing, code reviews and mentorship.

### Site Reliability Engineer at King

Consulting position through Zerebra as SRE at the mobile gaming company King.

- Managed the game infrastructure supporting 250 million daily users.
- Worked with game teams to migrate them from on-premise to Google Cloud.

### Software Engineer

Developed web and mobile applications in React/React native and Django.

Sandvik  
Coromant  
2015 - 2016

### Research Assistant

Worked on the digitalization and automation of their research and development department, developing new tools and analytic procedures.

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## Education

Stockholms  
Universitet  
2014 - 2017

### **Bachelor Degree Programme in Scientific Computing**

Degree program centered around mathematical analysis and software engineering.

Kungliga  
Tekniska  
Högskolan  
2013 - 2017

### **Master Degree Programme in Materials Design and Engineering**

Cross-functional degree programme focusing on both the study of materials, and the industrial processes and applications thereof.

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