

Anton Niklasson

10.2018 -

Fullstack JavaScript at Creuna

As a part of multiple different teams I contributed to design systems, frontend architecture, server-rendered React apps and internal tools for government organizations and large corporations within Finance.

TECH: react, node.js, storybook, fractal, styled-components, next.js, server-side rendering, jest, and docker-compose

10.2018 -

Freelancing at Anton Niklasson AB

6.2017 - 9.2018

Fullstack JavaScript at Bonnier News

Part of the team that built Bonnier News new publishing platform. My contribution included frontend development, backend integrations, design systems, agile work and technical interviews.

Our main focus was to replace older tools with a more usable and unobtrusive suite of systems for optimizing the journalism produced Bonnier News.

TECH: react, node.js, emotion, redux, elasticsearch, tdd, docker, and webpack

6.2017 - 9.2018

Consulting at Netlight

1.2017 - 6.2017

Frontend Development at Accedo

Anton was part of a distributed cross-platform team that developed the various applications for MBC Shahid, a huge player in the arabic market.

TECH: react, redux, css modules, and jest

8.2016 - 1.2017

Chromecast Development at Accedo

Part of a cross-platform distributed team that developed a suite of applications for streaming video content. Included server-side rendered React to be able to handle huge amounts of traffic within a short timeframe.

TECH: react, redux, server-side rendering, jest, node.js, chromecast, and webpack

2.2016 - 8.2016

React Native at Accedo

As part of a larger suite of white-label products Anton developed a prototype for a video streaming application in React Native.

The intention of the project was to figure out how to apply React Native in a larger software organization and pre-existing products.

SKILLS

- JavaScript
- Design-systems
- Scalable CSS
- Agile processes
- Tooling
- Pairing- & mobprogramming

EDUCATION

Ms.C. Information Technology

Linköping University

Natural Science Program

Nynäshamn High School

TECH: react, redux, react native, android, and ios

6.2015 - 9.2015

Game Development at Attentec

Developed a realtime multiplayer racing game for Windows Phone, Android, iOS using Lua. The game is played over a local wifi network utilizing UDP sockets, custom built level generation and client-side interpolations.

TECH: lua, tdd, and sockets

6.2014 - 9.2014

JavaScript Development at Per & Per

Per&Per developed a series of tools and products for helping monitoring, growing, buying and selling land. The work was mainly focused around various data layers, visualization and maps.

As part of a small team Anton researched and developed prototypes focused on the web-based visualizations.

TECH: javascript, protobuf, mocha, gulp, open street map, leaflet, and mapbox

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