DENNIS HOLM

SYSTEM DEVELOPER

CONTACT

- 📞 +46 076 247 36 68
- ✉️ dennis.holm@chasacademy.se
- 📍 Stockholm, Sweden
- 🌐 https://github.com/ Dennish90/Portfolio

TECHNICAL SKILLS

- C / C++ / C#
- Java
- Dart
- SQL

TOOLS & FRAMEWORKS

- Arduino IDE
- Android Studio
- Visual Studio Code
- Flutter
- Godot Engine
- Git / GitHub

CORE STRENGTHS

- Event-driven & real-time logic
- Debugging & troubleshooting
- Problem-solving mindset
- Independent learning
- Code structuring

LANGUAGES

- Swedish (Native)
- English (Fluent)
- Mandarin (Beginner)

PROFILE

System developer with a passion for technology, currently in training. I focus on real-time systems, low-level logic, and building functional solutions from scratch. I develop projects involving microcontrollers, game engines, and mobile interfaces, with an emphasis on clear structure, responsive interaction, and hands-on learning through self-initiated projects.

Feel free to explore my GitHub portfolio to see examples of my projects and ongoing development journey!

WORK EXPERIENCE

Mathem (via Logent)   2025 - PRESENT
Orderpicker (Extra, night shift)

- Working 1 - 2 nights per week alongside full-time studies
- Demonstrates high work ethic, time management, and commitment
- Balancing technical education with physically demanding logistics work

Dagab, Jordbro   2019 - 2024
Team Leader - Warehouse Operations

- Held operational responsibility for evening shift workflows in logistics and inventory management.
- Independently managed SAP-based systems for order processing and stock updates.
- Known for being reliable, efficient, and capable of quickly learning complex digital tools
- Took initiative and ensured smooth operations with minimal supervision

Additional work experience includes military service, construction, demolition, HVAC installation and more – all of which shaped a strong work ethic, discipline, and adaptability.

EDUCATION

Chas Academy   2024 - 2026
System development C / C++

Komvux - Programming 1   2024
Foundation course in programming.
Final project: Interactive "Three doors" game with GUI, randomness logic and statistical analysis. Built using Java Swing.   **Grade: A**