

Nils Kristoffer Leal | Back-End Developer

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EDUCATION

Malmö University

Bachelor of Computer Science (System Developer)

Malmö, Sweden

Graduated Sep 2024

- Focused on software development in Java, and data structures and Documentation
- Completed projects in Full-stack development using **Java** and **C# (.NET)**.
- **Relevant Coursework:** Database Systems, Software Engineering, Object-Oriented Programming, Algorithms, Front-End Development, Extra C# courses.

WORK EXPERIENCE

Malmö University's Police Program (Polis+)

Aug2023 – Jan 2024

Full Stack-Developer

- Developed Polis+, an interactive scenario-creation tool for Malmö University's Police Program, empowering instructors to create over 20+ unique educational scenarios for 50+ police student.
- Elevated user interaction by creating an intuitive, responsive web interface utilizing JavaScript, HTML, CSS, and Svelte; contributed to a 30% increase in user satisfaction ratings from student feedback surveys.
- Implemented Strapi as a headless CMS for easy content management, reducing development time by 20% through containerization with Docker.
- Coordinated Git version control, enhancing collaboration within the team, reducing deployment errors by 25%, and improving code review turnaround time by 40%.
- Collaborated with instructors to create a feature roadmap, prioritizing the top three requested functionalities, which elevated overall course satisfaction among students.
- Authored comprehensive documentation on best practices for navigating the codebase, reducing onboarding time for new developers by approximately three days with clear, day-one guidance.

HomeQuest

Jan2022 – Jun 2022

Backend-Developer

- Designed and developed a 2D top-down game using Java, focusing on gameplay mechanics and user experience, increasing game performance by 15% through targeted optimizations.
- Led an agile group of 5 developers, employing object-oriented programming principles to structure code for easy feature expansion.
- Facilitated testing and optimizations, which improved the game's performance and overall user experience.
- Implemented YouTrack for project management, tracking over 15+ development tasks, which streamlined communication and collaboration and improved team workflow during feature updates.
- Presented sprint results to stakeholders at the end of every sprint, detailing progress, addressing challenges, and aligning future development goals with project objectives, which ensured consistent stakeholder engagement and project transparency.
- Engaged with players through feedback sessions to gather insights into gameplay and user interface, which informed iterative design improvements and enhanced overall user satisfaction.

SKILLS

- Programming Languages: Java, C# (.NET), JavaScript, jQuery
- Web Development: HTML, CSS, Javalin, React, Node.js, Svelte
- Databases: MySQL, PostgreSQL
- Version Control: Git
- Platforms and OS: Windows, macOS
- Design and Multimedia: Adobe Illustrator, Photoshop, Premiere Pro, Adobe XD, Figma
- Project Management: Agile methodologies, YouTrack
- Project Tools: Docker, Strapi, Office 365, Google Workspace, Visual Paradigm

ADDITIONAL

- **Soft Skills & Communication:** Excellent teamwork skills, Multilingual Communication, Capable of taking initiatives
- **Languages:** Fluent and Native in Swedish, Spanish Native, English; Professional Proficiency