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Skövde, Sweden

Roland Chelwing
Full stack developer

Javascript · C# · Java · SQL · React · Vue · Azure · Docker · Kubernetes

Experience

Full stack developer

Gamesys Group / Online casino / Skövde, Sweden / June 2020 - Present

- Built a mock payment provider which reduced test times across the entire company by a huge margin. (Java, PHP, Vue)
- Created withdrawal acceptance task-pipeline to improve monitoring of fraudulent behaviour which reduced monotonous, unnecessary, and possibly error-prone work for RISK staff (Java, PHP)
- Developed a payment router that would route the user's transaction to a provider based on parameters such as acceptance rates, fees, bin matching, and load balancing (Java, Spring, SQL)
- Configured apps for deployment and monitoring. (Kubernetes, Kustomize, Gitlab CI/CD, Openshift, Dynatrace, Splunk)
- Created a health check and circuit breaker which would re-route traffic to legacy apps and let the pod self heal. (Java, Spring)
- Improved code quality by introducing SonarQube to track test coverage, bugs, and code smells.

Full stack developer

Asitis AB / Fintech / Skövde, Sweden / February 2015 - June 2020

- Built and maintained microservices hosted in Azure using an event-based message broker for internal communication. (C#, SQL, MassTransit, Azure Service Bus)
- Efficiently defined scalable front end architecture for a growing app utilizing a module-based approach with shared dependencies. (JS, React, Redux, Webpack, Lerna, Storybook, Azure Artifacts)
- Improved development tools for the front end to allow the team to work on parts of the code and reduce build times by a huge margin. (Webpack, Lerna)
- Deployed and integrated CI/CD flow using Azure DevOps
- Engineered an auto filler that would OCR scan an imported invoice and pre-fill all required fields with an estimated precision and defined acceptance rate. (C#, React)

Education

Bachelor's degree, Computer Science

University of Skövde / Skövde, Sweden / August 2011 - June 2014

- Heavy focus on web development with courses ranging from script programming, object-oriented programming, and graphics/UX.
- Built a real-time collaborative coding interface where users could code simultaneously with multiple different collaborative tools such as preview generation and chatting functionality