



+46729315222 (Mobile)  
jollee@hotmai.com  
[linkedin.com/in/fralle](https://www.linkedin.com/in/fralle)  
[fralle.net](https://fralle.net)  
Skövde, Sweden

# Roland Chelwing

## Software Engineer

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

## Experience



**Gamesys Group** - Full stack developer

June 2020 - Present

Java JavaScript MySQL Spring Vue Docker Kubernetes PHP

- Built a mock payment provider which reduced test times across the entire company by a huge margin.
- Created withdrawal acceptance task-pipeline to improve monitoring of fraudulent behaviour which reduced monotonous, unnecessary, and possibly error-prone work for RISK staff.
- 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.
- Configured apps for deployment and monitoring.
- Created a health check and circuit breaker which would re-route traffic to legacy apps and let the pod self heal.



**Asitis** - Full stack developer

February 2015 - June 2020

JavaScript React Redux C# Azure SQL

- Built and maintained microservices hosted in Azure using an event-based message broker for internal communication.
- Efficiently defined scalable front end architecture for a growing app utilizing a module-based approach with shared dependencies.
- 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.
- 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.

## Education



**Bachelor's degree, Computer Science**  
University of Skövde

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