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LIAM FROSTEMAN NEOGARD

TECHNICAL SKILLS

GENERAL
Java
JavaScript
TypeScript
Python

BACKEND
Spring Framework
NestJS
ExpressJS
Maven
JPA
REST APIs
JSON, XML
PostgreSQL

FRONTEND
React
Angular
Svelte
Redux
HTML
CSS, SASS
Tailwind, Styled Components
TanStack

TOOLS & TECHNOLOGIES
AWS
Vim
Linux
GitHub, GitLab
Docker
IntelliJ
Visual Studio Code
NodeJS, npm, Vite
Godot / GDScript
GitHub- Actions & Projects
Jira
JUnit / Mockito
Jest / Mocha
Google Cloud Platform (GCP)

SOCIAL
Portfolio/liamfn.com
LinkedIn/LiamFrostemanNeogard
GitHub/FrostemanNeogard

SPOKEN LANGUAGES
Swedish - Native
English - Native

WORK EXPERIENCE

DevOps Engineer - Scania
2024 - Present

Designing and implementing CI/CD pipelines on GitLab to automate development and deployment processes, improving efficiency and reliability. Building and maintaining AWS infrastructure, leveraging services like CDK, CloudFormation, EC2, RDS, Lambda, and Route 53 to support scalable applications. Developing and optimizing Docker images for containerized deployments, ensuring consistency across environments. Working closely with development teams to enhance automation, monitoring, and infrastructure as code practices.

Lead Fullstack Engineer – Klimra
2024 - 2024

Led the end-to-end development of Klimra's public-facing website and initial backend infrastructure during a one-month contract via SALT. Built a modern, responsive frontend using React and Tailwind, ensuring a performant and accessible user experience. Designed and implemented backend systems with Java, Spring Boot, and PostgreSQL.

Fullstack Software Engineer Consultant - School of Applied Technology </salt>
2024 - Present

Completed an intensive 13 week bootcamp, after which I got hired as a consultant where I've completed one assignment at a Stockholm-based startup and am currently on assignment at Scania as a DevOps engineer.

Fullstack Software Engineer - Duelbits
2023 - 2024

Developed and maintained frontend with React, Typescript, and Redux. Optimized backend with NestJS and SQL for scalability. Drove admin panel expansion using Angular, deployed efficiently with Docker and GitHub Actions. Ensured code quality through extensive reviews and Jest tests. Utilized Jira for streamlined project management.

Web Developer - CloudBackend
2022 - 2023

Contributed to front- and backend development using an in-house framework. Followed Agile methodologies for cross-functional collaboration. Developed and maintained RESTful APIs, tracked bugs with Jira, and used Git for effective version control and team coordination.

EDUCATION

Fullstack Java Bootcamp - School of Applied Technology </salt>
2024

Intensive three month training program for full stack web development with a focus on TDD, mob programming, and applied learning. Acquired solid foundation in Java and frameworks such as Spring and NextJS along with AWS and Azure microservices.

Game Development - LBS Stockholm Norra
2019 - 2022

Studied game development for three years, utilizing the Unity game engine along with C#. Learned CAD & CAM with Fusion360 and 3D Printing as well as coding Arduino circuits. Aced a Web Development course and graded consistently high within programming and math.

Game Graphics - LBS Stockholm Södra
2018 - 2019

Studied game graphics for one year before switching branches to game development. Learned 3D modeling software, including Autodesk Maya and Blender to create models optimized for performance in video games.