# **Liam Frosteman Neogard**

View my portfolio at LiamFN.com.

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## Experience

#### **Fullstack Web Developer**

2023 - present

#### **Duelbits**

- Developing and maintaining the frontend using **React**, **Typescript**, and **Redux**, ensuring an intuitive user interface and seamless user experience.
- Enhancing backend functionalities utilizing **NestJS** and **SQL**, optimizing system performance and scalability as well as reducing **AWS** costs and .
- Driving the expansion of the Duelbits admin panel built with **Angular**, implementing new features and enhancing existing capabilities.
- Employed **Docker** and **GitHub Actions** for efficient application deployment and management.
- Utilizing **Git** and **GitHub** for version control along with extensive **code reviews** and **Jest** tests to ensure top notch code quality and system reliability.
- Utilizing **Jira** for streamlined project management, comprehensive time-tracking, and enhanced workflow efficiency.

## **Software Engineer**

2022 - 2023

#### CloudBackend

- Led the development of frontend and backend applications using in-house **JavaScript** framework, ensuring robustness and stability.
- Implemented **Agile** development methodologies, practicing **Scrum** with daily stand-ups, sprint planning, and retrospectives, ensuring efficient collaboration and iterative project delivery.
- Played a pivotal role in the development and maintenance of **RESTful APIs**, fostering continued expansion of functionality.
- Utilized **Jira** for systematic **bug tracking**, reporting, and resolution, maintaining high software reliability standards.
- Utilized **Git** for version control and collaborative development, ensuring efficient **team collaboration** and code management.

#### Education

## **Game Development**

2019 - 2022

LBS Stockholm Norra

- Studied Game Development for three years.
- Achieved the highest grade in a Web Development course.
- Graduated with a high school diploma.

#### **Game Graphics**

2018 - 2019

LBS Stockholm Södra

Studied Game Graphics for one year before switching to Game Development at LBS Norra.