



TECHNICAL SKILLS

GENERAL

Java
JavaScript, TypeScript
Python
C#, C, C++

BACKEND

Spring- Boot, JPA, & Security
Maven
JPA
REST API / HTTP
MVC / Web API
JSON, XML
PostgreSQL
NestJS

FRONTEND

React, Redux
HTML, CSS, SASS
Tailwind, Styled Components
Angular

TOOLS & TECHNOLOGIES

IntelliJ
Visual Studio Code
Vim / NeoVim
Docker
NodeJS, npm, Vite
Linux
Unity
Godot / GDScript
Git
GitHub- Actions & Projects
Jira
JUnit/Mockito
Jest / Mocha
TDD
Agile / Scrum
Autodesk, Maya & Fusion360
Blender
Google Cloud Platform (GCP)
CI / CD

SOCIAL

talent.salt.dev
[github/FrostemanNeogard](https://github.com/FrostemanNeogard)

LANGUAGES

Swedish - Native
English - Native

Liam Frosteman Neogard

As a full-stack developer specializing in Spring Boot and React, I bring a robust skill set in Java, TypeScript, SASS, and HTML/CSS. My technical expertise allows me to navigate both front-end and back-end development seamlessly, ensuring efficient solutions. Known for my adaptability and strong collaboration in Agile team environments, I stay current with industry trends and technologies, positioning me to conform effectively to any software development project.

EDUCATION & TRAINING

Full-stack Java - 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.

High School Diploma – LBS Stockholm Norra, Game Development 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. Achieved the highest grade in a Web Development course and graded consistently high within programming and math. I took a higher level of programming and math as part of my course additions during the final year of my studies.

LBS Stockholm Södra, Game Graphics 2018 - 2019

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

WORK EXPERIENCE

Full-stack Developer – Duelbits 2023 - 2024 (Remote)

Developed and maintained frontend applications using React, TypeScript, and Redux, while optimizing backend systems with NestJS and SQL for enhanced scalability and performance. Expanded the admin panel built with Angular and streamlined deployments through Docker and GitHub Actions. Focus on quality was evident through rigorous code reviews and comprehensive Jest testing. Efficiently managed projects using Jira.

Web Developer – CloudBackend 2022 - 2023 (Linköping, Sweden)

Contributed to both frontend and backend development using an in-house JavaScript framework. Collaborated effectively within Agile teams to drive project success, developed and maintained RESTful APIs, and tracked bugs using Jira, with Git being used for version control.

Crew Team Member – Burger King 2019 - 2020 (Botkyrka, Sweden)

Worked as part of a team in a stressful high-tempo environment.

Hobby Coder 2019 - Present

Constantly learning new technologies and improving my existing knowledge by creating a wide variety of projects which greatly expand upon my skill set. Most of my projects are publicly available on my [GitHub](https://github.com/FrostemanNeogard), and among them there are Web APIs, Discord bots, frontend, and full stack web applications.