



# JESPER VALLETT

## Backend Developer

@ jesper@vallett.se

+46 760-21 59 95

Malmö, Sweden

in jesper-vallett

JesperVa

vallett.se

## STRENGTHS

Java Tomcat JUnit

Backend MSSQL IntelliJ

Linux Apache Git

REST SOAP Spring

Agile Scrum

Kotlin C# C++ Python

Bash Gradle SASS

Mustache ES6 Javascript

npm XML JSON

OAUTH2 Gerrit Kibana

ElasticSearch Trello

Zurb Foundation

## LANGUAGES

Swedish: **Native**

English: **Advanced / B2**

## EDUCATION

Malmö University

Computer science

08 2015 – 06 2018

Malmö, Sweden

Thesis

"Context-Aware Procedural Content Generation with Player Modelling in Mobile Action Role Playing Game"

<https://muep.mau.se/handle/2043/25652>

## STATEMENT

As an experienced developer, I am well-versed in Java and a substantial amount of high level programming languages. I have been one of the core developers, in one of the leading B2B e-commerce solutions in Europe, a web-app running and used by thousands of customers on the daily. My tasks have included creating a specification, bringing forth estimate approvals and implementing it into the solution. Parallel to development I have also been in charge of on-boarding new developers into the application, by mentoring and assisting them. I am used to working with agile processes in a team, while working towards a common goal. Now I have started working for PreferIt, seeking to expand my knowledge and apply my resourcefulness in other areas of development.

## EXPERIENCE

Consultant Backend Developer | **PreferIt Consulting AB**

01 2022 – Present

Malmö, Sweden

Backend Developer | **Netset AB**

06 2018 – 12 2021

Malmö, Sweden

- Development on the core product, a web-app running in Java 8 and 11 on Tomcat.
- Implementing solutions for payment providers in B2B e-commerce solution.
- In charge of handling communication, integration and development for 3rd party REST APIs.
- Setting up and developing system for SSO integration through Shibboleth.
- Building and optimizing SQL queries for a multi-market B2B e-commerce solution, that receives millions of requests daily while handling large sums of data.
- Development of internal and externally used APIs for importing and exporting data from and to B2B ERP connections.
- Responsible for the education of new hires in the team, teaching them the code, solution and assisting with issues for their assigned tasks.

Tutor, Programming for Game Developers | **Malmö University**

06 2016 – 12 2017

Malmö, Sweden

## PROJECTS

Chess Clock for Android | - [https://github.com/Destoffe/Chess\\_clock](https://github.com/Destoffe/Chess_clock)

09 2020

- Java application for a streamlined chess-clock.

Dungeon Clearer | - <https://github.com/Andy0903/Dungeon-Clearer>

01 2018 – 06 2018

- Game connected to OpenWeatherMap.com weather API.
- PCG map generation using weather data to affect level-design and NPC properties.
- Player-modelling based on their behaviour and choices to affect future challenges.