

Lukas Holmberg

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WORK EXPERIENCE

- **Web Developer** -
Created the website for a non-profit organization Sept. 2020 - Okt. 2020
- **Software Developer (Intern)** Stockholm
Full stack software developer with a focus on flutter and node.js June 2020 - Nov 2020
- **Freelance Software Developer** -
Mobile application development for several clients, and also teaching programming Nov. 2019 -
- **Restaurang Stranden** Stockholm, Hornsberg strand
Waiter May 2018 - Aug. 2018

PROJECTS (EXCLUDING APPLICATIONS FOR CLIENTS)

- **L3D**
3D game engine written in C++
- **Chess**
A chess game created from scratch using SDL2 in C++
- **Deepcal**
Deep learning, image classifying calorie evaluator. Take a picture of a certain food and get its nutritional values (för gymnasiearbetet)
- **Job Finder**
iOS application with a focus on 100% programmatic UI. The app itself allow people who are looking for a quick job (e.g. mow someone's lawn) to easily find available jobs in the vicinity. If you are someone that is looking to hire, you can create a special account that allows you to post jobs.
- **Tic Tac Toe (Multiplayer)**
iOS application that is a multiplayer Tic Tac Toe game. You create an account and then you are able to invite other people to a new game using their created username. Once you have invited a person and they accepted, you can play tic tac toe against eachother in real-time.
- **Sorting Visualizer**
iOS application that visualizes a chosen sorting algorithm. The algorithms that can be visualized are: bubble, selection, shell & bogo-sort
- **Försäkringskunskap - AppStore**
Native iOS and Android application published for Försäkringskunskap AB that help enrolled students through including a forum section to get in touch with the course holder, study material and a section for testing your knowledge (related to the course).
- **Life**
iOS application that includes: Calorie diary (fetches food and their nutritional values from an API and then presents your current daily intake), To-Do list and a section for taking Notes.

TECHNICAL COMPETENCE

- **Languages:** C++, C, Swift, Python, C#, Haskell, Dart, JavaScript
- **Some frequently used technologies:** Git, Jenkins, Firebase, Cocoapods, Unity, Unreal Engine, OpenGL, Flask, Node.js, Flutter
- Experience developing with a test driven approach
- Daily usage of UNIX based operating systems (mac OS & Linux ubuntu)
- Strong interest in learning any needed technology

SOCIAL COMPETENCE

- Proficient in both english and swedish
- A lot of experience with SCRUM meetings
- Good listener
- Very good at communicating ideas/potential solutions to problems

EDUCATION

- | | |
|---|------------------------------|
| • Klara teoretiska gymnasium södra | Stockholm |
| • <i>Technology/Engineering program</i> | <i>Aug. 2017 – June 2020</i> |

PERSONALITY

- Highly motivated and driven
- Great problem solver
- Health-enthusiast
- Absolutely love to learn new things
- Burning interest in programming and physics