

MAGNUS CARDELL

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EDUCATION

St. Olaf College
B.A. Computer Science, Music

2014 – 2018
Northfield, MN

EXPERIENCE

Software Engineer (Consultant) **PricewaterhouseCoopers (PwC)** **Feb 2021 – Present**
Stockholm Sweden

Tech stack: C#, .NET, Azure, SQL, Angular, Terraform

- Integrate an in-house product with a multitude of systems to automate complicated manual processes to optimize efficiency. Work with departments and teams of various specializations to coordinate efforts and enable data sharing through modern technology and architecture.
- Wrote and released an automation solution that saves an estimated 12,000 human hours per quarter.
- Implemented microservices in Azure to modularize dependencies and data integrations with reactive data triggers and flow.

Software Engineer Consultant **Netlight Consulting** **Oct 2020 – Present**
Stockholm, Sweden

Tech stack: AWS (S3, Route53, Lambda), MongoDB, Node, React, Outlook API, Docker

- Team-lead and developer in a team of 10 developers. Coordinated the project plan with stakeholders to formulate backlog tasks and sprint plans with the scrum master.
- Launched calendar integrations to support collaboration and work in an ongoing remote environment. Increased the stability and maintainability of the product by refactoring the code to support integration and unit test frameworks.

Software Engineer **Handelsbanken Capital Markets** **Jun 2018 – Oct 2020**
Stockholm, Sweden

Tech stack: C#, .NET, Azure, Angular, Excel, Python

- Implemented data integrations for the online financial research platform. Managed incoming and outgoing data connections to provide real-time data streams for both website visitors and in-house power tools.
- Wrote, designed, and released research platforms for two new department. Worked with stakeholders to transfer their content from an external content management system.

Web Developer Intern **Lux Science Inc** **Oct 2017 – Jun 2018**
San Francisco, CA

Tech stack: JavaScript, HTML, CSS, PHP

- Built their online presence from scratch by designing their web page with intuitive user experience and flow and implemented core features such as Firebase authentication, Stripe payments, and Amazon DynamoDB storage.
- The final webpage resulted in a responsive and mobile-friendly experience. This helped the Lux Science team with furthering their goal of reaching a wider audience as shortly thereafter the game was accepted to be distributed on Steam, App Store, and Google Play.

SKILLS

Programming (current): C#, Python, SQL, Angular, SQL
Programming (experience): C++, Java, React, Prolog, Scheme, R, assembly as88, Erlang, Scala, Cassandra, MongoDB
Libraries/Frameworks: Azure, AWS, .NET, Flask, Apache Spark, Django