MATTIAS JOHANSSON

CONTACT

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• GitHub github.com/MattiasJo

Portfolio mattiasjohansson.design

GOALS AND AMBITIONS

I always want to keep developing as a professional and find new challenges to further polish the theory acquired during my education.

EDUCATION

2017-2019 M. Sc. Interaction Design and Technologies

Chalmers University of Technology Master's program focusing on creating graphical interfaces, visualizing information and creating user experiences. Further the education focuses on practicing UX methodologies and performing user tests in various forms.

2014-2017 B. Sc. Software Engineering

Chalmers University of Technology Bachelor's program in software engineering with focus on group projects, data structures and software development.

WORK EXPERIENCE

2019- Master's thesis

SVT

I am currently doing my master's thesis at the Swedish public service television broadcaster, SVT, where I am making a second screen application for the 2019 IIHF Ice Hockey World Championship. The project consists of concept developing, creating the designs and user testing them. Further, the idea is then implemented in the form of a web app, including both frontend and backend development.

2018- Android developer

Forza Football

Summer internship as an android developer working with facilitating and enabling users to crowdsource live data for matches with low coverage. Currently working part-time parallel to my studies where I am still mainly an android developer but also occasionally participate in various design processes.

Frontend developer

Sigmastocks

Summer internship working with development and maintenance of the company's web based service. Worked mostly with frontend (jQuery/HTML/CSS) but also with backend (Ruby on Rails).

2015-2016 Consultant

Chalmers Teknologkonsulter Worked as a consultant where the work tasks included lots of contact with other businesses and responsibility as in being a project manager in a fairly big project.

LANGUAGE SKILLS

English Moderate in both writing and speech

Swedish Mother tongue

COMPUTER SKILLS

Basic Adobe Illustrator, Python, C++, Haskell, SQL, Ruby on Rails

Moderate Sketch, Adobe XD, Android development, Kotlin

Excellent Java, JavaScript (React.js, jQuery)

REFERENCES

References and grades will be provided upon request.