



Alma Isaksson

Junior Full Stack Developer

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Executive Summary

Junior Software Developer with a Full Stack Software Development Diploma from the Code Institute. Proficient in HTML, CSS, Javascript, and Python. I have three years of experience in logistics and a history of collaborative creative projects. I am eager to gain entry into the tech industry into an exciting development team where I can grow and contribute!

September 2017–June 2020

Comic and digital illustration

Uppsala's estetiska gymnasium (UEG), Uppsala Sweden

Technical Skillset

Technologies:

HTML5, CSS3, JavaScript, Python, Clip Studio Paint, Photoshop, Illustrator,

Excel

Frameworks:

Django, jQuery, Bootstrap

Version Control:

Git, Github

Portfolio projects

1. **Elderflower and Gin** - Fantasy-themed recipe website for drinks, non and alcoholic. **Technologies Used** - HTML5 and CSS. **GitHub** -
2. **Rock Paper What** - A minigame website where you can play regular rock paper scissors against the computer, or a game expanded upon rock paper scissors that require skill. **Technologies Used** - HTML5, CSS, and JavaScript. **GitHub** -
3. **My Math Pilot** - Back-end program that can support the user to perform mathematical tasks, mainly linear equations. **Technologies Used** - Python, hosted by Heroku. **GitHub**.

Work Experience

February 2020–Present

Evondos AB - Logistical Coordinator

Kungsängsvägen, Uppsala

- Hired to book, package items, unpack items, and track orders to Evondos AB's customers around Sweden.
- Two years in, I had the opportunity to develop a tool for Microsoft Excel that would make the booking process and digital management easier and faster.

Summer 2017

Dalbyhemmet - Elderly care

Dalby, Uppsala

- Deputy for Dalbyhemmet, within elderly care.

Spring 2016

PE Teknik & Arkitektur, Work experience intern

Stationsgatan, Uppsala

- Internship as an architect for PE Teknik & Arkitektur, one week.

Certifications

- *Diploma/ school leaving certificate from Uppsala's Estetiska Gymnasium (UEG)*
- *Diploma in Game Design in Education 1 from Umeå University*

Interests/Additional Information

- Self-described 'developer by mind, artist by heart'.
- Digital painter.
- Learning Blender and Affinity Designer.
- Learning Japanese.
- Learning SwiftUI.
- Commission Summer 2018: illustrations for the Seventh-day Church for a film about the church and its fight for the rights of abused children.
- Commission Winter 2019: illustrations for a Christian children's book about chickens and god's love and affection.
- Summer 2019 - Summer 2020: In collaboration with head director and writer Emma Fyrmark: Animator, key animator, and art director for the small animated clip: Baseball.
- Commission Summer 2023: Drink's poster for a queer event.
- Summer 2022 - Present: In collaboration with head director and writer Emma Fyrmark: Co-art director, web developer, and illustrator for the web-based visual novel: The Good Samaritan.
- My ArtStation: https://www.artstation.com/midnight_lantern/
- My Pinterest: https://www.pinterest.se/midnatt_lantern/art-by-midnatt-lantern/