# 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 gymasium (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**

 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, unpackage 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.

PE Teknik & Arkitektur, Work experience intern Stationsgatan, Uppsala

Spring 2016

• 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: <a href="https://www.artstation.com/midnight\_lantern/">https://www.artstation.com/midnight\_lantern/</a>
- My Pinterest: <a href="https://www.pinterest.se/midnatt-lantern/">https://www.pinterest.se/midnatt-lantern/</a>