Rolv Apneseth

rolv.apneseth@gmail.com

 GitHub | Portfolio | LinkedIn

EXPERIENCE

Kinesense Ltd.   NOV 2022 – PRESENT

Junior Front-End Developer   *Remote, Ireland*

- Develop the front end for re-creating the company's flagship desktop application (a complex video analysis tool) as a web-based platform which will service clients from around the world.

- Migrated all old class-based React components to more maintainable and extendable functional components, also fixing critical bugs along the way.

- Leverage Redux to manage intricate client-side state and RTKQuery for querying and caching API responses from the back end, allowing for easy extension of required state, and simpler debugging of related issues.

- Create comprehensive unit tests using Jest, and maintain Azure DevOps CI/CD workflows, ensuring the reliability of the web application.

Bottletop Media   SEPT 2021 – NOV 2022

Junior Front-End Developer   *Remote, Ireland*

- Updated and maintained websites for over 1000 existing clients using modern HTML, CSS, and JavaScript.

- Implemented unique designs and features upon request, leading to increased customer satisfaction.

- Developed a custom Selenium (browser automation) script in Python to automate the creation of page structures on the company's proprietary CMS software for new clients' websites, significantly speeding up the initial development stages.

SKILLS

Languages	Rust	Python	JavaScript/TypeScript	HTML	CSS/SASS	Bash/Shell	Markdown	Lua
Technologies	React	Redux	RTKQuery	Tailwind CSS	Linux	Docker	GitHub Actions	Git
Soft skills	Focused	Self-driven	Solution-oriented	Fast learner	Excellent communication

PERSONAL PROJECTS

World Wonders API   Demo   Code

- An API providing information about famous wonders from around the world, such as the Colosseum, the Taj Mahal, and many more, made to explore my interest in history.

- Made self-hosting easy via a Docker image available on Docker Hub. Documentation is also provided in the form of a web page which also includes an OpenAPI specification.

- Automated CI/CD processes using GitHub Actions, including testing the code, rebuilding the Docker image, and deploying it to the server, leading to an improved developer experience.

ps-typer   PyPi   Code

- A GUI application made for practising typing with a modern, minimalistic UI, made using the PyQt5 library for Python. I used this application to go from 40 WPM to 80 WPM and continue to use it to this day.

- Leveraged various corpora of text from the NLTK library to generate near endless content of full, proper sentences for a user to practice typing with. This was one my main goals in creating this project.

- Implemented a user statistics system with the use of a local SQLite3 database, so that users can track the progression of their typing speeds. The results are visualised using PyQtGraph for easy consumption.

rofi-games   Crates   Code

- A plugin for the Rofi application launcher on Linux, which adds a mode for neatly displaying and launching games available from multiple sources on a user's system. This is one of my favourite projects, created because I wanted to save time in selecting and launching games on my system.

- Games are efficiently parsed at runtime from various configuration files for common game sources, such as Steam or Lutris, using the nom library. This allows a user to access their entire gaming collection in a single, light-weight launcher which takes milliseconds to detect all their games.

- A configuration file can optionally be created to modify parsed entries or define custom ones, allowing the user to customise and extend the available options for the launcher to their liking.

OPEN SOURCE CONTRIBUTIONS

Yazi	A modern terminal file manager
rustywind	Formatting tool for sorting Tailwind CSS classes
wpaperd	Minimal wallpaper daemon for Wayland on Linux
macchina	CLI tool for displaying system information
TLDR	A collection of help pages for command-line tools