

Simen Herland | Full-Stack Developer

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SKILLS

Javascript | Typescript | HTML / CSS | React | Redux | SASS | C# | .NET | Microsoft Azure | DevOps
NodeJS | Express | MySQL | MongoDB | REST APIs | Python | Git

EXPERIENCE

Software Engineer, Knowit Experience

Aug 2022 – present
Bergen, Norway

- Developed and maintained web applications, mobile apps, and various services for one of Norway's largest power supplying companies, extensively utilizing C#, React, SCSS, and Azure Cloud services.
- Implemented security enhancements across multiple projects, ensuring data protection and vulnerability mitigation. Improved project-based monitoring for enhanced visibility.
- Set up automation using Azure Pipelines to streamline the build, test, and deployment processes.
- Personally conceived and developed a highly effective solution that significantly reduced cloud costs, resulting in substantial annual savings

Full-Stack Developer, Cygnet Hospital Stevenage (Freelance)

May 2021 – Jul 2021
Remote

- Designed and built a user-friendly React web app for efficiently creating and hosting the daily schedule of staff members, enabling seamless management of resources and optimizing workflow.
- Developed an algorithm that automates the scheduling process, intelligently distributing available staff and nurses to admitted patients based on their specific needs, resulting in improved resource allocation and enhanced patient care.
- Implemented a robust backend system using Node.js and Express to securely save and publish the generated schedules, ensuring reliable access and efficient scheduling management.

Game Developer, Self-Employed

Feb 2020 – Aug 2020

- Personally designed and developed an online multiplayer game using the Godot game engine.
- Engineered the server infrastructure using a high-level networking API, enabling multiplayer gameplay and accommodating up to 3,000 concurrent players.
- Integrated Twitch API, enabling interactive features and fostering engagement by incorporating Twitch-related functionalities into the game.

PROJECTS

Neighbourly, Mobile app

2021

- Developed a feature-rich mobile app, personally engineering both the front and backend.
- The app allows neighbours to communicate and plan events on a position-based messaging board.
- Built with React Native, NodeJS, and MongoDB.

IRC-bot & Client

2016

Was tasked with developing an IRC-bot with a desktop interface using Python, which was used on a daily basis by hundreds of active users.

EDUCATION

Software Engineering & Computer Science, Codeworks

2020 – 2021