Martin Sonesson Gomez, 1989-09-06
Lågtrycksgatan 4, 41841 Gothenburg
Cellphone +46 (0) 735 - 11 99 45
e-mail sonesson8909@hotmail.com
se.linkedin.com/pub/martin-sonesson/47/b65/200/
ToWelie89 @ Github

CURRICULUM VITAE

WORK EXPERIENCE

NOVEMBER 2013 (Current) - Webdeveloper at Telia (consultant assignment)

This is my first consultant assignment for Knowit which is it TeliaSonera, one of the largest Swedish companies in the telecom industry.

During my time at TeliaSonera I have participated in three different projects. My main area of work have been frontend development, everything from design and markup (HTML5, CSS3, Freemarker) to CMS management (Magnolia) and presentation logic (requirejs, Angular, jQuery). I have also worked a bit on the backend side, a layer of Java services which is between the client side and the support systems further down stack.

2012 - 2013: Software developer at Cochlear Bone Anchored Solutions

My work on Cochlear has been with the software development team on a project of developing an application, Fitting software, meant to be used in clinics by audiologists on patients together with Cochlears hearing aid products in order to calibrate the device to the patients needs.
I have worked a lot on the front-end side of the application, as an entirely new design had been suggested and confirmed that needed to be implemented. At my first my main focus was on front-end but further into the employment I also started to become involved in many other aspects as well such as performance improvement, testing, translation handling, user behavior analytics, modifications of old features and implementation of new features, writing unit tests etc.
The main programming language used was C# in combination with the .NET framework Windows Forms, together with lots of third party frameworks.

2012: Bachelors thesis at ESAB

I did my bachelors thesis together with another student from my class on the company ESAB who produces industrial welding robots. The main task of the thesis was to investigate whether and how it was possible to listen to and dissect the data communication between different devices whitin a welding system (main controller, robotic arm, wire feeder etc) and if so develop a tool for the this purpose. The tool would be used for diagnosis by technicians in the field.

The data traffic could be sent using two different technologies, Ethernet networking and CAN-nodes. To analyze the ethernet data we created a dissector, a sort of plugin, for the open source network analyzer tool Wireshark. The dissector would contain information about the specific protocol used and could then in turn allow Wireshark to not only catch these packages but dissect the binary structure and present flags and values to the user, using the already existing Wireshark user interface. The dissector was written in C.
To analyze the CAN data we used a CAN-to-USB adapter by the brand IXXAT and worked with their driver to create an application that could be used with the adapter to start a session, read the traffic and present to the user which flags was active at what time and so on. It also had the capability of drawing charts and saving log files. This application was written in C# using the Windows Forms framework.

The full final report can be found here:
http://publications.lib.chalmers.se/records/fulltext/168229/168229.pdf

2010: Janitor / Technician – Scandic Hotels

2008: Telemarketer – Parvus

2008: Telemarketer – Provoice

2008: Telemarketer – Uniflex Bemmaning

EDUCATION

2009 – 2012: Computer science / software development 180p,
Chalmers University of Technology, Gothenburg
www.chalmers.se
Grades can be sent on request.

2009 – 2009 (VT): Technical introductory course 30p,
Chalmers University of Technology, Gothenburg
www.chalmers.se
Grades can be sent on request.

2005 – 2008: Naturvetenskapliga programmet,
Katrinelundsgymnasiet, Gothenburg
www.katrinelund.educ.goteborg.se
Grades can be sent on request.

REFERENCES

Peter Andersson, Software Manager
Cochlear Bone Anchored Solutions
Tel: 0766 - 49 85 04 / 031 - 722 45 04
pandersson@cochlear.com

Patric Hed, Global Robots Manager
ESAB
Tel: 0704 73 94 32
patric.hed@esab.se

LANGUAGES

Swedish - Native tounge
English – Fluent
Spanish – Decent

COMPUTER KNOWLEDGE

Programming languages

- C# (Experience with Windows Forms and WPF frameworks)
- Java (Android SDK, Swing, AWT)
- C
- Visual Basic

Web development

- HTML5
- CSS3 (less)
- php5
- Javascript (jQuery, requirejs, Angular)
- JSP
- AJAX
- JSON
- Apache

Databases

- MySQL
- SQLite

Version handling

- TFS
- Git
- SVN
- Mercurial

IDE's

- Visual Studio 2013
- Eclipse
- Netbeans
- Sublime Text 3

Agile work methods

- Scrum
- Kanban

Other systems and frameworks

- Windows store app SDK
- Photoshop CS5
- Sony Vegas Pro 12
- JIRA

OTHER PROJECTS

Portfolio (not complete) martinsonesson.se

This is my portfolio website which I am currently developing and hosting on my custom built Raspberry Pi webserver.

Admin and founder of sti-starcraft.org

This is a community I built in 2010 for people interested in the game Starcraft 2. I ran this site with two friends but I was the only developer. Together we organised tournaments and other events for our members. I build the site from scratch using php, MySQL, css, html and javascript. It was a nice learning experience as I was pretty new to specifically php and MySQL at this point. The site is still up but unfortunately the database was wiped out at one point so many features on the site doesn't work properly because of that.

Snake Android app and website

This is a group project that I participated in during my time at Chalmers as a part of a programming course. I worked on this project together with three other students. It is essentially a Android-version of the classic game Snake. The biggest difference is that in our game the user uses the motion sensor of the phone to maneuver the snake, the snake can be steered in any angle and not just 90 degree angles like in traditional snake games.

We also developed a website where users can create their own maps in a Javascript editor, upload it to a database and browse other usermade maps.

Some time later I decided to continue developing the app myself. I fixed some bugs that occured since the app was not updated with the latest version of Android and I also added some new features like a global highscore database, improved graphics, more maps, sound effects and music etc.

Full report:
http://martinsonesson.se/documents/GyroSnakeReport.pdf

Mobile Keyring

Mobile Keyring was a project I worked on together with four other students during my time at Chalmers. The project revolved around developing a good way to allow people to log into websites without having to enter ones real password. A secure form of login that could be used in insecure settings, for instance if you are using a public computer and are worried about the existance of keyloggers.

The solution consisted of an Android application that the user uses to generate temporary passwords for a given website. The passwords can be a one time use password with a specific time limit but it could also have a defined number of usages and/or any given time limit. In order to use the app together with a specific website the website obviously has to support the functionality, something that can be fixed quite easily by an admin on the server side. We used prototype websites with normal login functionality to test the technology out. First time it is used with a specific website it has to be connected with the application using an authentication key that can be inputted via a QR code. After the connection is made the app can

thereafter be used to generate temporary keys for login without having any stored information regarding the real password of the user.

The application also needed a pin code to unlock in case the cellphone would get stolen. As an extra precaution though we also developed a PC application in Java that could be synced with the web application. The PC application could then in turn disable usage of the app to generate passwords for given websites.

Full report:
http://martinsonesson.se/documents/MobileKeyringReport.pdf