Oskar Wickström *August 12, 1990*

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Profile

I am a creative, skilled and motivated software developer with a passion for well designed and simple systems, and functional programming.

With a thorough understanding of modern programming languages, libraries, tools, and the Web, I am comfortable in many settings of software projects. Combined with a strong eye for user interface design and CSS, and experience in cloud deployment and architecture, I work efficiently in large areas of modern Web stacks. As a fast learner and a socially skilled co-worker, I quickly adapt to new challenges, be they technical or not.

Qualities

- Broad range of interests and strengths – languages, frameworks, and databases.

- Always devoted to deliver the best results, balancing pragmatism and the strive for elegant design.

- Perceptive, enthusiastic and a very fast learner.

Specialities

Web Development, Functional Programming, Backend Systems, Software Architecture and Design.

Experience

Empear/CodeScene — Malmö, Sweden

Software Developer, Partner — *Feb '16 – Now*

Empear delivers software analysis tool suite CodeScene, and related professional services, with an aim to revolutionize our ability to predict quality issues, identify team productivity bottlenecks and avoid unexpected maintenance costs in large software projects. I have worked all over these set of products, ranging from cloud deployment scripts, databases, distributed system design, and third-party integrations, to front-end web, interactive visualization, and graphical design.

Technologies used: Clojure, Haskell, Elastic Beanstalk, CloudFormation, Route53, RDS.

Jayway — Malmö, Sweden

Backend Developer, AWS Consultant — *Dec '15 – Feb '16*

I consulted on a migration from a legacy ECommerce site deployment to using Amazon Web Services, with auto-scaling, load-balancing, and multi-AZ deployment.

Technologies used: EC2, CloudFormation, Route53, RDS, Java, Hybris, and Jenkins.

Web and Backend Developer — *Sony Mobile, Dec '14 – Dec '15*

This project built a micro service architecture style system and platform for a media backup and library service. Focus on scalability, extensibility and loose coupling between components in the system, all leveraging the AWS infrastructure as much as possible. The core system provides the basic functionality and the platform part enables other teams and projects to plug in their functionality to enhance the experience or to feed their systems with data. Also responsible for developing a single-page web application using the aforementioned backend.

Technologies used: Java, Clojure, NodeJS, Haskell, AWS, Kinesis, S3, SNS, SQS, Elastic Beanstalk, DynamoDB, RxJava, Hystrix, JAX-RS, Spring Boot, Spring MVC, Express, Bacon.js, Browserify, React.

Web and Backend Developer — *Sony Mobile, Aug '13 – Dec '14*

I worked with signature applications for Sony on Firefox OS, both as a developer, and as tech lead for an agile team of 4-6 developers. We built multiple applications using various front-end technologies. I was also responsible for developing the in-house GUI components library featuring a set of reusable components and base styling for the suite of Firefox OS apps.

Technologies used: Firefox OS, AngularJS, HTML5, Less, CSS3, Javascript, Browserify, React, RequireJS, Make, Grunt, Bower, PhantomJS, Uglify, Usemin, NodeJS, Express, Jade, Hypermedia REST, HATEOAS.

Software Development Consultant — *IKEA IT, Oct '12 – Aug '13*

Infrastructure development and maintenance at IKEA IT, working primarily with in-house application frameworks and core services. I was responsible for the migration of one of the central business services, going to the latest backward-incompatible infrastructure.

Technologies used: Java, Oracle, SOA, TDD, Kanban.

Stickybit	Malmö, Sweden
Software Developer	*ST-Ericsson, Mar '12 – Jul '12*

Worked as a consultant and on internal projects. Primary project was a translation tool for hardware component design using Java, Spring, JavaCC. I also worked on a GUI application in .NET which generated documents from arbitrary data sources using an embedded IronPython runtime for easy customization.

AddPro	Malmö, Sweden
Software Developer	*Malmö Redhawks, Feb '12*

Internship at AddPro. I built a mobile site in EPiServer for the Malmö Redhawks hockey team, extending their existing CMS solution.

Footprint Design	Kristianstad, Sweden
Web Designer, Web Developer	*Various Clients, Jan '11 – Jan '12*

Footprint Design was a web design and web development company in ran myself during 2011. Primary tools for building the web applications were PHP, MySQL, Wordpress, jQuery, HTML5 and CSS3.

References can be given on request.

Education

EC Utbildning	HELSINGBORG, SWEDEN
Systems Development	*2011 – 2012*

I got employment at Stickybit, and did not graduate.

S:t Sigfrids Folkhögskola	VÄXJÖ, SWEDEN
Jazz & Improvisation	*2009 – 2010*

Open Source Highlights

Hyper: The most recent project of mine, Hyper is an experimental middleware architecture for HTTP servers written in PureScript. Its main focus is correctness and type-safety, using type-level information to enforce correct composition and abstraction for web servers. The Hyper project is also a breeding ground for higher-level web server constructs, which tend to fall under the "framework" category.

PureScript Spec: A testing framework for Purescript, inspired by hspec for Haskell. Used to write synchronous and asynchronous tests in a simple DSL, combine with other testing tools, and generate test output in various formats.

The Oden Programming Language: Oden is an experimental, statically typed, functional programming language, built for the Go ecosystem. I worked on the language for the majority of 2016, rounding off in October. The compiler is written in Haskell, and I am very satisified with the readability of the source code, and the correctness of the compiler.

DataFlow: During my work at Sony Mobile, I created DataFlow, a tool that renders graphs using a declarative markup. It is built around the DFD format, but also supports sequence diagrams and structured data output. We used it to document our service integrations and security requirements between separate systems, and integrated it in to our bigger documentation workflow. The software is written in Haskell and has seen very few bugs.

Public Speaking

I regularly speak at software developer conferences and local meetups, about Haskell, PureScript, the Web, and other topics concerning my open-source work. I have spoken at PolyConf, Curry On, LambdaWorld, and Kats Conf 2, amongst others.

Other Merits

I have started my own company, which aside from development included economics, customer relations and marketing. Prior to my career as a developer I studied music and worked as a musician, and I have arranged and performed in many constellations.