

Björn Blomberg

Systems Developer

3 years of experience in system development



Profile

With a background in software engineering and experience in building backend services, I am excited about the opportunity to contribute to your team.

During my tenure at Nortic, I led the integration of internal systems to efficiently export transactions to the Fortnox platform, leveraging AWS services and extensively utilizing Python. My proficiency in Python, including the Flask framework for API development, was pivotal in optimizing workflows and ensuring seamless functionality. Additionally,

During my time at CGI, I developed an application for internal use with Blekinge-trafiken, where Python was the core of the project. The application communicated with their API to calculate the most optimal route chosen by the user.

I am highly motivated to continue learning and I thrive in collaborative environments where each team member has a voice in decision-making. My educational background in software engineering, coupled with training in Linux system specialization, complements my expertise in Python backend development.

Experience

Nortic, Fortnox importer – 2023/09 to 2024/03

Björn worked on integrating Nortic's proprietary systems to enable the export of transactions to Fortnox. During this period, various AWS services were utilized, such as Lambda functions, to parallelize the workflow using MQTT queue systems. Python was extensively used in this project.

Additionally, Björn collaborated on integrating Google and Apple Wallets to facilitate the export of tickets from Nortic's systems, allowing users to display them on their phones. Various AWS services were also used here, along with Node.js and TypeScript.

Technologies used: Java, Node.js, TypeScript, JavaScript, Python, HTML, CSS, GIT, Bash, Linux, and serverless (AWS)

CGI, Server Manager Client – 2023/08 to 2023/09

Björn was the sole developer for this project, managing various functions of a server ranging from service monitoring to a file retrieval interface. The user interface uses scalable vector graphics to achieve better user-friendliness and aesthetics. Development was implemented following all the steps in a CI/CD process.

Technologies used: Node.js, TypeScript, JavaScript, Vue3, HTML, CSS, GIT, Bash, Linux, and SVG.

Qualifications

- Networking
- Problem-solving
- Software design
- Agile workflows
- Server maintenance
- Linux system / Bash
- Assembler AT&T/ GNU
- C / C++ / C# / Objekt-C
- Java / JavaScript / .NET
- Python / GO
- HTML / CSS / PHP /SQL
- Spring Boot / Gradle
- Unit Testing
- Integration Testing
- Windows Subsystem Linux (WSL)

Tools & Software

- Jira
- Git
- Visual Studio
- Android Studio
- IntelliJ
- Eclipse

Languages

Swedish, English

CGI, Blekingetrafiken Bus App – 2023/08 to 2023/08

Björn was the sole developer where he performed all steps in the process from CI/CD, implementation, testing, to project publication. The project helps Björn and others to check transportation to and from the CGI office for more efficient time management. The app uses Blekingetrafiken's API to retrieve data on various destinations.

Technologies used: Python3, GIT, Bash, Linux, Docker, and Jenkins.

CGI, Flexmeister – 2023/06 to 2023/08

To more efficiently log and manage employees' flex time, Björn was involved in creating a flex time management app with a web-based client and a server with a Rest API designed to be extensible if more types of clients were needed. Development was implemented following all the steps in a CI/CD process.

Technologies used: Python3, GIT, Bash, Linux, Docker, and Jenkins.

CGI, Student Project in collaboration with BTH, Software Developer - 2020/02 to 2020/06

Together with his team, Björn developed a drawing management system for the navy. The project used agile workflows with the use of the Jira tool. Development included Java, Spring Boot, Unit Testing, and Integration tests.

Technologies used: Java, JavaScript, Spring Boot, Visual Studio Code, Gradle, Git, Jira, Unit Testing, and Integration tests.

SIGMA, Web/Software Development - 2019/02 to 2019/07

During this time, Björn, along with his team, developed a transportation system for Karlskrona municipality, which is now used by municipal employees to book transportation. He was a full-stack developer focusing on testing and front-end development.

Technologies used: JavaScript, Dart, NodeJs, Gradle, MariaDB, Azure, Google Cloud, Git, React.js, and Maven, Docker.

Sjoberg Prime, Server Manager/Software Development - 2014/01 to 2014/08

During his time at Sjoberg Prime, Björn set up Linux-based development servers and developed prototypes for iPhone. He was also responsible for internal servers and services.

Technologies used: Java, Bash, Objekt-C, MySQL, XCode, Linux, Git, and Jira

Simrishamn Municipality, IT Department - 2011/03 to 2011/09

Björn developed the municipality's reporting system for home care, mostly in the .NET programming language.

Technologies used: MySQL, .NET, JavaScript, Visual Studio, and Git.

Crunch Fish, APU/ Android app development - 2009/01 to 2010/01

Björn worked on developing a music-focused app for Android. He also contributed to prototyping for future projects.

Technologies used: Java, XML, HTML, and Android Studio.

Technical Specializations

Frontend development

Backend development

Linux & DevOps

CI/CD

Education

Software Engineering, Bachelor's degree, Blekinge Institute of Technology
2017 - ongoing

Technical Preparatory Year, Bachelor's degree, Blekinge Institute of Technology
2015 - 2016

Java Development (1 year), Vocational Training, Malmö 2014
- 2015

Linux System Specialist (2 years), Vocational Training, Helsingborg
2012 - 2014

Linux system and its structure, virtualization and clustering of systems and services, user management in a Linux environment, web server service management and maintenance.

Competence	Years	Proficiency
Technical knowledge		
C++	6	3
C	2	2
C#	2	2
Objective-C	1	1
Linux	8	4
Bash	8	4
Unit Testing	3	3
Integration Testing	2	2
Load Testing	2	2
Assembler AT&T	3	3
Azure	1	1
Spring Boot	1	2
Java	2	3
JavaScript	3	3
.NET	1	1
Python	1	2
GO	1	1
HTML	8	3
CSS	8	2
PHP	1	1
SQL	3	2
Docker	1	2
Chat-GPT	1	2
MongoDB	1	2
PostgreSQL	1	2
Bootstrap	1	2
Jenkins	1	1
Maven	1	1
Gradle	1	1
Windows Subsystem for Linux (WSL1, WSL2)	3	3
Application knowledge		
Eclipse	1	2
Visual Studio	10	3
Android Studio	1	2
IntelliJ	3	3
Git	5	3
IT disciplines		
System Developer	3	3
Software Developer	6	3
Embedded Software Development	1	3
CI/CD Processes	3	3
Agile ITIL Workflows	3	3
Languages		
Swedish	30	4
English	25	4

***Proficiency level: 1 = Basic, 2 = Intermediate, 3 = Advanced, 4 = Expert**