

Daniel Jóhannsson

☎ +46 72 736 62 62 | ✉ daniel.johannsson1999@gmail.com | 💻 <https://danieljohannsson.github.io/>

EDUCATION

The Faculty of Engineering at LTH

2020 - 2025

Master of Science in Computer Science and Engineering

Lund, Sweden

- **Relevant Coursework:** Algorithms and Data Structures, Business-Driven Development, Object Oriented Analysis, Digital Circuits, Concurrent Programming, Functional Programming, Queue Systems

EXPERIENCE

Hedvig

June 2024 - August 2024

Summer Intern - Software Engineer

Stockholm, Sweden

- Developed and enhanced features for Hedvig's insurance platform, focusing on improving user experience and operational efficiency.
- Utilized Java, Spring Boot, and PostgreSQL for backend development, ensuring robust and scalable solutions.
- Collaborated with cross-functional teams, including product managers and designers, to deliver high-quality features within tight deadlines.
- Participated in code reviews, daily stand-ups, and sprint planning meetings, contributing to the agile development process.

Sony

Jan 2024 - May 2024

Part-time Software Developer

Lund, Sweden

- Maintained and developed an internal tool for mobile device testing, focusing on bug fixing, refactoring, and adding functionality.
- Utilized Java, Git, and Jira for coding and version control, ensuring robust and reliable software development processes.
- Collaborated in a team of 6, conducting frequent code reviews and discussions to ensure high-quality deliverables.

Ericsson

Jun 2023 - Aug 2023

Summer Intern - Software Development

Stockholm, Sweden

- Developed and tested new functionalities in a data visualization program for the Radio R&D team, working on both frontend and backend features.
- Collaborated in an agile team with 4 interns, planning sprints, discussing tasks, and conducting daily standup meetings to track progress.
- Conducted comprehensive code reviews and updated documentation, ensuring clear communication of software functionalities.

PROJECTS

VG-Nation Website

- * Created a website to track student union members' work and rewards, and enable event bookings.
- * Led a team of 4 developers, overseeing the development of both backend and frontend functionalities.
- * Implemented login, account management, booking, and event features, used by 2650 members.

SKILLS

Languages : Java, Python, Scala, C#, Haskell, JavaScript/TypeScript, R

Technologies : Git, Gerrit, Linux, REST API, .NET, React, PostgreSQL, Docker, Jenkins, Azure, AWS

Methodologies : Scrum, Kanban