

# David Hall

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## Work Experience

### Cloud Software Group

*Spotfire – Senior Full Stack Software Engineer*

September 1, 2025 – Present

*Gothenburg, Sweden*

- › Gained experience in web development, .NET, and data access.
- › Research, architecture design, and development.
- › Led an international developer team.
- › Held company-wide presentations.
- › Involved in hiring new employees.
- › Engaged in customer meetings.
- › Mentored new employees.

### Promoted

### Cloud Software Group

*Spotfire – Full Stack Software Engineer*

July 11, 2022 – August 31, 2025

*Gothenburg, Sweden*

### Syntronic

*M.Sc. Thesis Intern – Chalmers University of Technology*

January 25 – June 11, 2022

*Gothenburg, Sweden*

- › Collaborated with MedTech West and Sahlgrenska Academy.
- › Gained scientific research experience in data science and AI.
- › Developed deep learning models for medical classification.

### TIBCO

*TIBCO Spotfire – Full Stack Junior Developer*

June 14 – August 20, 2021

*Gothenburg, Sweden*

- › Gained experience with .NET and data access.

### TIBCO

*TIBCO Spotfire – Full Stack Associate Engineer*

June 8 – August 21, 2020

*Gothenburg, Sweden*

- › Gained experience with .NET and data access.

## Education

### Chalmers University of Technology

*Civilingenjör i Informationsteknik (Software Engineering)*

2017 – 2022

*Gothenburg, Sweden*

- › 300 credits

**Chalmers University of Technology**

*M.Sc. Data Science and AI*

2020 – 2022  
Gothenburg, Sweden

- › 120 credits
- › Master's thesis at Syntronic: [Machine learning for brain activity analysis](#)

**Chalmers University of Technology**

*B.Sc. Software Engineering (Informationsteknik)*

2017 – 2020  
Gothenburg, Sweden

- › 180 credits
- › Bachelor's thesis: [A Unity Asset for Procedurally Generating Cities](#)

## Skills

### Professionally Used Languages and Frameworks

- > C#
- > Java
- > SQL
- > TypeScript
- > JavaScript
- > React
- > Preact
- > Python
- > HTML
- > CSS

### Software Development

- > Full stack development
- > Object-Oriented design patterns
- > Object-Oriented design principles
- > Agile development
- > Test-driven development
- > Version Control (Git)

## Hobby Projects

### Open Source

- > [tmdbs-js](#) – A JavaScript wrapper for the TMDb (The Movie Database) API.

### Android Apps (Not in Store Anymore)

- > "Bomb Clearer" – A material design minesweeper game.
- > "Seniorradio" – Easy to use, Swedish radio app for the elderly.
- > "Walkabout" – An app for randomizing walks.
- > "GRID" – A puzzle game where you need to remember patterns.

## Additional Courses

### iOS & Swift – The Complete iOS App Development Bootcamp

Autumn 2024

Udemy – Dr. Angela Yu

- > Interactive course where I learned by doing.
- > Learned advanced Swift features and Xcode concepts while developing multiple apps.
- > Learned concepts related to app marketing and publishing.
- > Learned both UIKit and SwiftUI.

### Clean Coding Principles in C#

Autumn 2023

Pluralsight – Cory House

- > Refreshed my knowledge in code that is easy to write, understand, and maintain.

## Languages

- Swedish (native)
- English (fluent)