

MARTIN ERICSON

Software Developer

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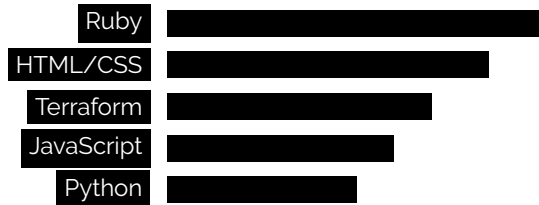
github.com/meric426
keybase.io/meric426

WHO IS MARTIN?

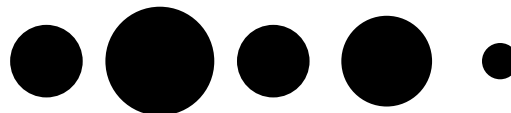
Experienced software developer with both architectural and construction knowledge.

He has a deep and broad technical knowledge and interest, and can quickly familiarize himself with new application and technology environments.

Martin works well in team and have good social skills. Martin has a broad and deep knowledge of object-oriented programming and has been developing since 2000.



API design Backend Frontend Infra Networking



EXPERIENCE

Sept 2022 – Present
via Devbox

Software developer

ApoEx

ApoEx deals with medicine and custom medication manufacturing. While working here I was part of the team that worked on software that administrated and oversees the manufacturing and shipping of personalized medication.

Ruby / PostgreSQL / Kubernetes / Terraform / MSSQL

Nov. 2018 – Present

CEO

Devbox AB

Based in Stockholm, Sweden, Devbox is a technical solutions company and we help our clients build highly scalable, fault-tolerant and fast web solutions. Devbox has 3 employees as of June 2020.

Sep. 2015 – Mar. 2019

Backend developer

Hemnet

Hemnet is Sweden's largest property portal and one of the largest websites overall, with millions of unique visitors each week. About 1/4 of the Swedish population visits Hemnet occasionally.

I was part of the property search team building robust user-facing features and implemented a new parallel search backend using Elasticsearch. The design was inspired by the OSI model in that we utilize layers to represent the different stages. Also worked closely with our mobile development team to replace the old legacy REST api with a new public GraphQL API.

Ruby / PostgreSQL / GraphQL / Elasticsearch / React

Aug. 2014 – Sep. 2015

Chief Technology Officer

Vimy

Vimy is a job search app. I lead a team of 4 developers. Built the backend service of the app/web in node with mongoDB running on EC2. Learned react-native and replaced our older app built in Ionic.

Node / MongoDB / React native

Jun. 2013 – Oct. 2014
continued from previous

Co-Founder

Give AB

Creddly pivoted to become a social gifting app called Give with 10,000 users. We raised 2.1M SEK via FundedByMe and focused on building a B2B gifting service which was as seamless and great for both companies and consumers. Give had 45 businesses using the service. Built with the same technology as Credly but with every service running in their own Docker container running across multiple EC2 data centers.

Node / MongoDB / Redis / Docker

Jun. 2013 – Oct. 2014	Senior developer -> CTO Creddly was a social shopping app for both iOS and Android. I was in charge of replacing an older backend API with a new backend designed as multiple services (media server, product scraper, app/web api, manager, analytics) built in node.js with mongoDB/redis as database. Set up with a no single point of failure architecture across multiple EC2 instances on AWS. Node / MongoDB / Redis	Creddly AB
2010 – Jun. 2013 continued from previous	Chief Technology Officer After being acquired by Return Great in 2012 i joined the company as CTO. Our idea was that we iterated and improved our clients business ideas, developed them and returned a great product. We were also in charge of ComHem and Mekonomens's web based systems. Python / PostgreSQL / ZeroMQ / Redis	Return Great AB
2010 – Jun. 2013 continued from previous	Co-Founder While running Devbox we had a lot of different ideas we wanted to try out ourselves and Stampr was one of those ideas. The idea was to centralize all your loyalty and punch cards in a mobile app. I was in charge of developing the location based backend service. I sold my shares in 2013 due to different views on how to run things. Python / PostgreSQL	Stampr
2010 – 2012	CEO I started Devbox in 2010 as an consulting firm focusing mainly on web/iOS development, we grew to 6 employees and were later acquired by Return Great AB in 2012.	Devbox
2008 – 2010	Lead Frontend developer Developed Aurathon's own social gaming platform where users could buy and download PC games, earn points by engaging in gaming-related activities and curate gaming news. These points could be exchanged for new games. After purchasing/achieving games you could re-sell those games as an affiliate earning more points. A fun project I worked on at Aurathon was a real-time web based chat built using scraps from Google Wave. It was based on a ground-breaking (at the time) technique called HTTP Long polling. PHP / MySQL / Redis / Wave protocol	Aurathon
2007 – 2008 at Paradox Interactive	Full-stack developer While working at Paradox Interactive I was also the sole developer on their portal for digital distribution of their own and published PC games. When I first started they were running a custom built Joomla-template as a digital store which wasn't ideal. I replaced the Joomla platform with a custom built one (CMS, CRM, Analytics and Reports) written in CodeIgniter (PHP) and MySQL without downtime. GamersGate sales totaled 15M SEK in 2008 running my platform.. PHP / MySQL / nginx	GamersGate
2007 – 2008	Full-stack developer I was in charge of Paradox Interactive website and various sites of games we built and published. I developed our own CMS using CodeIgniter (PHP) and MySQL running on multiple servers behind a nginx load balancer. PHP / MySQL / nginx	Paradox Interactive
2002	Founder While learning how to build web pages in PHP with MySQL i built my own text-based action-RPG which after launch grew to 15,000 active users (1,500 concurrent) in a week . I ran my project on a small 29 SEK a month web-hotel and unfortunately was shutdown after only a week due to too much traffic. Since I was only 15 at the time with no monetization and no income I had to permanently shut down the project. PHP / MySQL / Apache	ecrana.se

LANGUAGES

Swedish - native
English - proficient

PERSONAL LIFE & HOBBIES

I'm 33 years old and I live in Stureby, Enskede with my wife and 3 kids.
As hobbies I love riding my custom built road bike, playing golf, watching movies and playing video games.

CERTIFICATES

- AWS Developer Associate
- AWS Solutions Architect Associate

TOOLS AND SKILLS

Languages

- Go (entry-level)
- JavaScript (intermediary)
- PHP (lon time ago)
- Ruby (senior)
- Python (intermediary)
- Rust (entry-level)
- Shell / Bash (intermediary)

Methodologies

- Agile
- BDD / TDD

Tools

- Docker
- Git
- Kubernetes
- Terraform
- GraphQL
- UNIX systems

Services

- Amazon Web Services
- Google Cloud Plattform
- Elasticsearch
- Memcached
- PostgreSQL/MySQL
- Redis
- MongoDB

RECOMMENDATIONS

Martin is simply put a brilliant guy. He can pick up new skills and utilize them efficiently in an extremely short amount of time. No challenge is too big for Martin, once the objective is set Martin will struggle through anything and blaze a path through whatever problem is obstructing him.

Martin is a vivid but valid communicator, with great social skills and a sublime intelligence where he sees problems and avoids them in development long before they've become problems.

Martin can be trusted to accomplish difficult tasks on his own, and excels in team-work. I highly recommend Martin as a co-worker, partner, and wish him the best of luck in his future business. Martin is one of those guys who will reach the top, no doubt about it.

Thomas Avasol, Solutions Architect @ AWS

I have worked with Martin on a recent project and can highly recommend his skills when it comes to programming and delivering high quality results in accordance with set specifications.

Martin also has a professional and humble approach that makes working with him a good time.

Jon Wingård, CEO @ OmniCore & MyActive