Didrik Munther

About me

A self-motivated and an inspired team player, who is looking for greater opportunities and growth. A lot of experience with frontend and backend development. Currently studying Computer Science at KTH in Stockholm. Currently very interested in writing low level code, e.g. writing my own compiler.

Experience

2023-now — **Head of Internal Systems (voluntary)** — THS Armada
- Responsible for managing and maintaining the company's internal systems, including hardware, software, and infrastructure. The role involves leading a team of IT professionals, ensuring the smooth operation of all internal systems, and developing strategies to optimize and improve processes.
- Optimized Docker deployment times in AWS, as well as cost reduction.

2023 — **iOS developer intern** — Bontouch
- Developed iOS apps in Swift/SwiftUI.

2022 — **Teaching Assistant** — KTH Royal Institute of Technology
- Taught and graded lab assignment in the Algorithms and Data Structures and the Principles of Programming Languages courses.

2021-2022 — **Fullstack developer** — Abios Gaming AB
- Developed GraphQL API, providing easier onboarding for customers.
- Maintained development of administration systems.

2019-now — **CEO & Developer** — Didrik Munther IT & Datakonsult AB
- Developed financial report systems in React/NextJS/Strapi, cutting down report creation time by orders of magnitude.
- Enhanced process efficiency by integrating CV and high FPS cameras.

2018-2019 — **Fullstack developer** — VMP Bemanning
- Development of an E-commerce system for a tire company in Angular 6.
- Integrated Klarna checkout, providing a new stream of income.

2018-2019 — **Head of IT (voluntary)** — KTH Formula Student
- Developed sales website and administrated systems in PHP/Directus.

2017-2018 — **Fullstack developer** — Buildflow (f.k.a. Byggvarulistan)
- Developed SPA E-commerce website in AngularJS/React/Django.

Education

2023-2024 — **Software Development Master Exchange Semester** — Munich
Technische Universität München (TUM)

2022 — **Human-Centered Machine Learning** — Helsinki
Aalto University

2019 - (2024) — **Master of Science in Engineering, Degree Programme in Computer Science** — Stockholm
Kungliga Tekniska Högskolan (KTH)

Contact
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Websites
GitHub LinkedIn
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Languages
Swedish (native)
English (fluent)
German (B2)

Programming languages and tools
C/C++, Rust, PHP, SQL
Python, Go, Docker,
PyTorch, Scikit, Django

AWS, CodePipeline,
Github+Gitlab CI/CD,
Dokku

HTML, CSS, REST,
GraphQL,
JS/TS, Angular, React,
NextJS, Elysia, Vite,
Bun, ShadCN,
TanStack

Achievements
7th place in Huawei
Hackathon 2022

Batch 17 KTH
Innovation