

Erik Gylleus

📍 Gothenburg ✉ erik.gylleus@outlook.com ☎ 076 051 76 76 🔗 erikgylleus.live in erik-gylleus 🌐 ergyl

Profile

A professional communicator turned software developer, leveraging strong problem-solving skills to deliver high-quality software solutions. With a focus on back-end development, especially in Java and C#, I am seeking an opportunity to work collaboratively in an agile team and contribute to the team's success. Especially fond of adopting new tools and technologies to automate repetitive tasks, such as implementing automated testing and CI/CD pipelines.

Technical Skills

Languages: C#, Java, SQL, JavaScript, TypeScript, HTML/CSS

Technologies: NET, Docker, Azure, JPA, MySQL, Microsoft SQL Server, MongoDB, Azure Cosmos DB

Frameworks/ Other: Git, Bash, Jenkins, Entity Framework, Spring, Spring Boot, Hibernate, Maven, Gradle, Flyway, Vue, JMH, JUnit, Mocha, Mockito, xUnit, jqwik, Selenium, Cucumber, JetBrains IDEs (IntelliJ, Rider, WebStorm), VS Code

Operating Systems: Windows, Linux

Education

HV	Yrgo, Higher Vocational Education Gothenburg: Java Enterprise Developer	Sep 2023 – May 2025
BA	University of Gävle: Bachelor Degree in Media and Communication Studies	Sep 2011 – Jun 2014

Experience

Consilium Safety, Software Developer Intern	Gothenburg
<i>Project: Syslog Visualization</i>	Jan 2025 – May 2025

- Designed, implemented and deployed a web-based tool for processing syslog files, customized to the users technical and operational needs to troubleshoot the company's fire detection systems.
- Configured Azure-based storage for syslog file uploads.
- Created and configured EF Core entities to enable storing and retrieving relevant data from an Azure SQL Database.
- Developed REST API endpoints following the CQRS pattern, implementing pagination and advanced filtering of JSON data.
- Wrote unit and integration tests (xUnit).
- Close collaboration with end-users to tailor the tool to their technical and operational needs.
- Developed UI in Vue (Composition API) with TypeScript that presents the syslog's data in an intuitive and user-friendly way, visualizing the sequence of events.
- Prepared system groundwork for lightweight analysis of parsed syslog data, highlighting key metrics, anomalies, and unresolved issues.

Project: Performance Test Reports

Aug 2024 – Oct 2024

- Collaborated with a cross-functional team to implement a web-based tool to extract, process, and analyze sensor data from Cosmos DB and Azure SQL Database, creating automated performance test reports for sites.
- Developed REST API endpoints following the CQRS pattern to retrieve and process sensor data, integrating with IoT gateways.
- Modeled and updated database schemas using EF Core, performed migrations

and optimized queries with LINQ.

- Developed a Vue (Composition API) UI with TypeScript for generating and viewing performance test reports, including localization and access control.

Various Municipalities, Building Permit Officer

- Processing applications for building, land, and demolition permits per legislation and regulations and making decisions in accordance with the delegation order.
- Handling cases for a wide range of buildings and structures: from small houses to offices and industrial complexes.
- Providing advice and maintaining frequent daily contact with applicants, house suppliers, architects, business owners, and others.
- Played a leading role in several improvement projects using Lean methodology.
- Was System Administrator for the unit's case management system ByggR and object specialist in Castor.
- Was Web Editor and managed and updated web content through CMS platforms (Sitevision, Optimizely).

Kungsbacka kommun
Aug 2022 – *current*

Öckerö kommun
Aug 2022 – Sep 2023

Sollentuna kommun
Aug 2018 – Aug 2020

Göteborgs stift, Lead Registrar

- Registrar for multiple units with approximately 150 employees and three diaries.
- Trained new employees in document management.

Gothenburg
Sep 2020 – Oct 2021

Sollentuna kommun, Building Permit Coordinator

- Coordinated a unit of approximately 25 employees.
- Managed case flow, including initial review and distribution of all incoming cases.

Sollentuna
Mar 2017 – Aug 2018


Projects

Classifieds Platform

- School project. Developed a prototype for a web application that lets users publish ads for items. Designed with a microservices architecture and achieves asynchronous communication using a message broker. Built the listing service and implemented all client-side functionality.
- Tools Used: Java, Spring Boot, TypeScript, ActiveMQ, Vue, Node.js, Vite, Bootstrap

github.com/PoyaKazemzade/user-ad-application 

Educational Game Web Application

- School project. Developed a full-stack web application with responsive design using the [K-samsök API](#)  to showcase over 20 000 historical items. Created as a memory-style educational game to inspire children's interest in story-telling and creative writing, in collaboration with UX students.
- Tools Used: JavaScript, Vue, Node.js, Vite, Vitest, TailwindCSS, Pinia, ESLint

github.com/ergyl/UXProject 

Arcade Game

- School project. Developed a simple game for desktop only, inspired by the classic game *FlappyBird*, with a local highscore system and custom UI.
- Tools Used: Java, libGDX, Gradle

github.com/daniel-svendsen/Jumpy_Birb 

Certifications

- Github Foundations
- Cambridge ESOL Level 2 Certificate in Advanced English