

Erik Gylleus

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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 looking for an opportunity to expand my skillset, work collaboratively, and deepen my knowledge as a developer.

Especially fond of adopting new tools and technologies to automate repetitive tasks, such as implementing automated testing and CI/CD pipelines.

Education

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

Coursework

- Object-Oriented Programming
- Databases
- Development Tools
- Client-Side Programming
- Project Work with Agile Methods
- Server-Side Programming
- System Integration
- Testing and Security
- Design Patterns
- Project Management
- Strategic Communication
- Organizational Communication
- Visual Communication
- Media and Typography
- Rhetoric

Technical Skills

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

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

Frameworks/ Other: Git, Bash, Jenkins, Spring, Spring Boot, Hibernate, Maven, Gradle, Flyway, Vue, JetBrains IDEs (IntelliJ, Rider, WebStorm), Visual Studio Code

Operating Systems: Windows, Linux

Experience

Consilium Safety , Software Developer Intern	Gothenburg
<ul style="list-style-type: none">• Implemented a system to extract, process, and analyze sensor data from Cosmos DB and Azure SQL Database, creating automated performance test reports for sites.• Developed APIs using C# for retrieving and processing sensor data, integrating with IoT gateways, with seamless data flow to the front-end.• Modeled and updated database schemas using EF Core, performed migrations, and optimized queries with LINQ.• Wrote unit and integration tests (xUnit).• Created a UI feature for viewing and generating performance test reports with localized text and access control.	Jan 2025 – current Aug 2024 – Oct 2024
Various Municipalities , Building Permit Officer	Kungsbacka
<ul style="list-style-type: none">• System Administrator for the unit's case management system.• Web Editor managed and updated web content through CMS platforms.	Aug 2022 – Sep 2023 Öckerö

- Processed applications for building, land, and demolition permits per legislation and regulations and made decisions in accordance with the delegation order.
- Provided advice and maintained frequent daily contact with applicants, house suppliers, architects, business owners, and others.
- Played a leading role in several improvement projects using Lean methodology.

Aug 2022 - Sep 2023

Sollentuna

Aug 2018 – Aug 2020

Göteborgs stift, Registrar

- Lead Registrar for multiple units with approximately 150 employees.
- 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

Various Municipalities, Service Administrator/ Case Officer

- Provided service and responded to inquiries at the municipality's contact center, primarily in the "Building & Traffic" response group.
- Created interactive internal training courses on telephony.

Sollentuna

Apr 2016 – Feb 2017

Värmdö

Jun 2014 – Apr 2016

Swedish Police Authority, Transcriber

- Consulting assignment. Transcribed dialogue interviews and other audio files from police interviewers. Worked under confidentiality.

Gävle

Apr 2013 – Jan 2014

Projects


Classifieds Platform

github.com/PoyaKazemzade/user-ad-application 


- 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

Educational Game Web Application

github.com/ergyl/UXProject 

- School project. Developed a full-stack web application with responsive design and a mobile-first approach, 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 reading and writing, in collaboration with UX students at YRGO.
- Tools Used: JavaScript, Vue, Node.js, Vite, Vitest, TailwindCSS, Pinia, ESLint

Arcade Game

github.com/daniel-svendsen/Jumpy_Birb 

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

Certifications

- Cambridge ESOL Level 2 Certificate in Advanced English