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 skill set, work collaboratively, and contribute 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, 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

Experience

Consilium Safety, Software Developer Intern

Gothenburg
Jan 2025 – current

Project: Syslog Visualization

Developing a web-based tool for the company's internal use to improve the efficiency of troubleshooting for service technicians around the world, including:

- Feature for uploading and accessing syslog files with Azure-based storage.
- Parsing data from various syslog files with diverse data structures using dynamic models and custom JSON converter.
- UI for visualizing the parsed syslog data in an intuitive and user-friendly way with pagination, filters etc.
- Following the Open-Closed Principle (OCP), allowing for future extensions to support additional market segments without modifying existing code.
- Collaboration with end users (internal team) to tailor the tool's functionality and align it with their technical and operational needs.

Project: Performance Test Reports

- 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 API endpoints using C# 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.
- Wrote unit and integration tests (xUnit).
- Created a UI feature for viewing and generating performance test reports with localized text and access control.

Aug 2024 – Oct 2024

Various Municipalities, Building Permit Officer
- System Administrator for the unit's case management system.
- Web Editor managed and updated web content through CMS platforms.
- 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.

Kungsbacka
Aug 2022 – Sep 2023
Öckerö
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.
- Received continuous feedback through customer ratings and service statistics, enabling ongoing improvement in my communication and problem-solving skills.

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
- 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 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 story-telling and creative writing, in collaboration with UX students at YRGO.
- 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

Certifications

- Github Foundations
- HackerRank C# (Basic)
- HackerRank Java (Basic)
- Cambridge ESOL Level 2 Certificate in Advanced English