FANNAR SNÆR HARÐARSON

Full Stack Developer

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SUMMARY

Doing websites, mobile and IT for over 20 years. Started as web developer and doing some Classic ASP on the server. Open-source supporter and a long time user. Avid user of Node.js, microservices and document-stores. And I belive that dev-ops are one of the most important key aspects of any running system.

WORK EXPERIENCE

Co-Founder & CTO — Tagplay
2014 - Present

Building a Software as a service (SaaS) that aggregates information from social media and other sources, and creates a usable consistent API so that companies can update their websites, intranet and information screens in a easy manner. Using microservices written in Node.js and using Message-/Worker-queues, we are able to easily scale out both when receiving posts from social media and delivering the data in real-time. Using React (for our administrative tools, websites etc.) and React native apps allows us to share knowledge (and bits of code) between projects.

Technologies used:

Node.js Python Prometheus Consul React PostgresSQL RethinkDB Redis NATS Beanstalkd

Software Engineer & System Admin — OZ
Jan 2009 – Jun 2014

Building on the experience of creating Zignal, we started out creating a turnkey solution for operators that wanted to provide Over-the-top media services. Building a Software as a service (SaaS) with private extensions (video recorders, caching nodes etc.) for the operator to host locally. The backend was a Service Oriented, RESTful architecture with most services written in Node.js. The client was in JavaScript and could render either in SVG or HTML depending in the device. Although our client could run on several widely used setup boxes, like Motorola and Amino, we also developed and manufactured our own setup box.

Technologies used:

Node.js JavaScript HTML/CSS SVG Redis Streaming Caching

Software Developer — Industria
Jan 2007 – Dec 2008

Continued working in Zignal for Industria, which provides broadband network and entertainment solutions to operators. Making Zignal into an actual product which f ex. provided IPTV service to customers at Magnet, Ireland. Upgrades done to Zignal included using SVG as a rendering engine instead of HTML providing smother animations etc.

Technologies used:

Java JavaScript HTML/CSS SVG

SKILLS & TOOLS

Node.js

JavaScript

React

HTML

CSS

SQL

noSQL

Others

Dev-ops Git-ops Code Review Git Unit Testing Wireframing Promethes Consul Kubernetes Microservices Redux Functional Redis

EDUCATION

Telecommunication Network Engineer
Gullmarsgymnasiet, Sweden
1997 - 2000

LANGUAGE

Icelandic (Native)

Swedish (Native)

English (Professional)

INTERESTS

Technology

Sustainability

Climbing

Software Developer
Hugsmiðjan

Aug 2006 – Dec 2006

Hired by the web agency Hugsmiðjan to work on the prototype of Zignal, an IPTV client based on web technologies. The server was Java based and the frontend was written in JavaScript using DOM and CSS for presentation.

Technologies used:

`Java` `JavaScript` `HTML/CSS`

Software Developer & System Admin
Enpocket

Nov 2004 – Aug 2006

With the merger of Landmat and Enpocket UK, which were a MMS based ads solution company, we strenghten our place on the mobile market and focused more on app development rather then the bigger web based GIS systems.

Technologies used:

`HTML/CSS` `WAP/WML` `XML` `XLST` `JavaScript` `Java` `Python` `Perl` `SQL`

Web Developer & System Admin
Landmat

2000 – Oct 2004

Creating all sorts of websites, private software (booking systems etc.) and map solutions, both bigger systems handling a lot af geographic data to smaller ones directing the user the nearest restaurant in London and other cities. Landmat got more end user focused with Virtual tours that mixed 360° panoramas with interactive maps in Flash and mobile restaurant/happenings guides for 2G mobilephones. And continued in the mobile space by developing MMS blogs, dating applications utilising SMS and WAP among other things.

- Websites for various clients.
- Developing geographic information system for organisations and companies.
- Interactive map solutions for web and mobile.
- Dating app via SMS and WAP (acquired later on by match.com).

Technologies used:

`HTML/CSS` `WAP/WML` `XML` `XLST` `JavaScript` `ActionScript` `GIS` `Java` `Classic ASP` `Access` `SQL`