

# FILIP SJÖLANDER

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## EDUCATION

<b>Chalmers University of Technology</b> MSc, Software Engineering and Technology	<b>Gothenburg</b> Sep 2024 – Present
<b>Chalmers University of Technology</b> BSc, Software Engineering	<b>Gothenburg</b> Sep 2021 – Jun 2024

• Expected Graduation: June 2026

• Course areas: Machine Learning, Requirements Engineering, Project Management, Quality Assurance and Testing

• Course Areas: Advanced Programming, Object Oriented Programming, Mathematics, Scrum Projects, Human Interaction Design, Data structures and algorithms

## EXPERIENCE

<b>Software Developer</b> Centiro	<b>Jun 2024 – Present</b> <i>Borås</i>
• Develop and maintain scalable software applications using C#, Angular, SQL, and MongoDB.	
• Collaborate with an agile team to enhance and stabilize financial systems for customers.	
• Participate in code reviews and architecture discussions to ensure code quality and performance.	
<b>Software Developer</b> Centiro	<b>Jun 2023 – Aug 2023</b> <i>Borås</i>
• Led a complete full-stack redevelopment, migrating data from SQL to MongoDB and building a new Angular frontend, improving performance and UX.	
<b>Warehouse Worker</b> Lernia	<b>Jun 2022 – Aug 2022</b> <i>Borås</i>
• Handled phone warranty cases, checking functionality and packing/unpacking devices.	
<b>Warehouse Worker</b> Contac	<b>Jun 2018 – Aug 2019</b> <i>Bollebygd</i>
• Performed various warehouse tasks.	

## PROJECTS

### Bachelor's Thesis: Group room bookings made efficient

- Identified key issues with the university's existing booking system (TimeEdit) through user research, including a survey of 130 students, interviews, and stakeholder meetings.
- Designed and developed a high-fidelity mobile application prototype, using Flutter with Firebase for the functional proof-of-concept.
- Validated the design through rigorous user testing, including A/B testing and heuristic evaluations. The final prototype reduced the average time to book a room from 26.9 seconds to 15.6 seconds compared to the existing system.

## SKILLS

**Languages:** Python, C#, Java, TypeScript, Dart, PHP, HTML, CSS

**Frameworks:** React, Node.js, Laravel, Angular

**Databases:** MySQL, PostgreSQL, MongoDB

**DevOps & Tools:** Docker, Kubernetes, GCP, Azure DevOps, SonarQube, Grafana, Git, Postman, Figma