Joel Postonen

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Software Engineer

Passionate about crafting efficient software and driven by the challenge of fine-tuning system performance. With a BSc in Computer Science and hands-on experience in Python, C++, and Erlang, I excel in collaborative environments and am eager to contribute to projects that innovate and elevate user experiences.

Work Experience

Software Engineer *HiQ-consultant for Epiroc, Gothenburg*   January 2023 - Present

- Developed high-performance embedded C++ code for drilling rig operations, focusing on optimizing system efficiency and reliability. Contributed to the creation of functional tests and test automation, establishing a framework utilized by other developers to ensure robust code integration and enhance development efficiency.
- Languages & tools: Python, C++, Azure, Git, Linux, TypeScript, React

Software Engineer *HiQ-consultant for Ericsson 5G Mobility, Gothenburg*   Mars 2021 - December 2022

- Development of new features for the 5G network in a cross-functional team.
- I was responsible for developing and testing new functionality for the company's product and software, specifically the AMF microservice within the 5G network. My primary responsibilities included implementing and testing new software. This involved code design, functional testing, unit testing, code refactoring, documentation in text and graphs, as well as learning and utilizing various tools and interpreting requirements specifications. For a period of time, I also had the responsibility of system testing and test documentation for my team. We worked in an agile environment using the Scrum methodology.
- Languages & tools: Erlang, TTCN-3, Gerrit, Git, Linux

Flow Operator in Electronics *Aros Electronics, Gothenburg*   Full-time 2012-2013, Summer job 2011-2017

- Efficiently managed tasks in a dynamic team within the circuit board manufacturing sector, enhancing team productivity and adapting to technological advancements.

Education

Bachelor's Degree in Computer Science, *University of Gothenburg*   2016-2020
Bachelor's Thesis: https://hdl.handle.net/20.500.12380/301912
Developed an AI system with a team for autonomous gameplay in StarCraft 2, implementing strategic adaptability based on environmental cues and opponent behavior. The AI's dynamic strategy optimization led to varied and unique gaming experiences.

MSc in Engineering Mathematics (incomplete), *Chalmers University of Technology*   2014-2016

High School Education, Technology Program, *Kitas Gymnasium Gothenburg*   2008-2012

Skills & Interests

- **Programming Languages**: Python, C++, Erlang, Java, TypeScript, React
- **Tools**: Git, Agile, Scrum, Azure, Gerrit, Jira, Linux, OSX, Windows, PlantUML, testing, autotest, verification
- **Interests**: Walking, plants, cooking, sustainability issues, exercise, books

References, completed courses and grades are available upon request.