

## Martin Josefsson, Freelance Software Developer

### PROFILE

You learn by getting your hands dirty. By working hard and always staying curious. Since early childhood I've been working and playing with computers. I grew up with the unix shell, and writing shell code. I started to create web sites at age 11, and at 14 I crafted cheats for computer games. After graduating high school in Sweden I went to Berlin to experience the tech scene, and have since worked passionately on web and mobile projects. I like my code documented, readable and well-tested.

### PROJECTS

#### SENIOR FRONT END DEVELOPER, AXEL SPRINGER, BERLIN, GERMANY 2014

At Axel Springer, the largest publishing house in the German-speaking world, I was leading the the development of the front-end for iPool. It is their experimental index of aggregated news content from a vast array of sources. I and my team created a large Angular app to aid the writers in research. We write our tests in Jasmine with Karma.

#### FOUNDER, FRONT/BACK-END DEVELOPER, REMOTE BITCOIN JOBS 2014

Remote Bitcoin Jobs is a job board I bootstrapped as a side-project in the summer of 2014. I developed the app in Ruby on Rails and PostgreSQL, and set everything up around the business from getting a designer, to hosting and development.

#### JAVASCRIPT & FRONT-END DEVELOPER, BONAGORA GMBH, BERLIN-TOKYO (REMOTE) 2014

I worked with Bonagora developing their MVP. I wrote the web app in Ember.js, jQuery, Bootstrap (for responsive design) and used Jasmine for tests. I was living in Tokyo at the time, and worked remotely. The company was based in Berlin.

#### FOUNDER, DEVELOPER & DESIGNER, KANA REFERENCE, BERLIN, GERMANY/TOKYO, JAPAN 2013-2014

I was travelling in Japan, and learned basic Japanese. To help study I made a phone app with Cordova/Phonegap, Angular.JS and released it on the App Store. I did the whole project myself, from idea to shipping. It's a small app, and it's sources are available here: <https://github.com/fromheten/KaraRef>.

#### JAVASCRIPT & FRONT-END DEVELOPER, GOSUB COMMUNICATIONS GMBH, BERLIN, GERMANY 2013

Worked on an advanced HTML5 game for ZDF, the German public service television network. The game was a companion product for their TV series. We implemented it using <canvas>, Angular.js and Pixi.js.

#### JAVASCRIPT & FRONT-END DEVELOPER, URLIST, BERLIN, GERMANY 2013

At Urlist my job was first of all to refactor the legacy code base, a very big Backbone.js app, to create solid tests (I used Jasmine) and to add new features & improvements. Worked with writing Javascript in a functional manner, something I love to bring into every project I do. We used Backbone.js, Underscore.js, jQuery & Jasmine for this.

#### RUBY ON RAILS DEVELOPER, PICKLED OLIVES SOFTWARE, BERLIN, GERMANY 2012-2013

Developed Ruby On Rails applications for clients, using Ruby, Rails, MySQL, PostgreSQL, Javascript, Coffeescript, jQuery, Git & Github. Introduced test-driven development at the company, something which vastly improved reliability & our speed forward.

## **EDUCATION**

**BÄCKÄNGSGYMNASIET, BORÅS, SWEDEN — HIGH SCHOOL, 2008-2011**

## **SKILLS**

Software Development, vast knowledge of Javascript and Ruby in functional and/or object-oriented styles. Worked with Backbone, React, Meteor, Angular, Ember, jQuery, Underscore, Ruby on Rails & Sinatra. Great at CSS3 and HTML5, and responsive design either with frameworks like Bootstrap or Foundation or without using a framework. Ok with Shell, Python, Java, CocoaTouch, RubyMotion and a little bit of Clojure.