

Martin Josefsson

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Developing apps is truly a dream job; It's a joy to wake in the morning knowing you get to find solutions to business problems while solving computer puzzles.

The most important piece in software is people. Communication, documentation, testing and clarity are key to successful projects.



Skills

Software Development

Javascript, Ruby, Single Page Apps (with Backbone, Angular, Meteor, Ember or hand-rolled MVC) or Node. Rails, RubyMotion, Sinatra. In spare time I play with Clojure/Clojurescript and functional programming. Of course HTML5 & CSS3. Cordova, for creating native mobile apps. TDD/BDD rocks.

Communication

Fluent in Swedish (native), English. Can speak with Norwegian- and Danish speakers. Conversational German.

Experience

Javascript/Front End freelancer

Berlin, Germany. 2013 - present

- Worked on MVP's, large-scale deployed apps, a game and internal business tools
- Client: Urli.st. Berlin/Milan social network startup. Introduced unit tests, implemented new features in a big old Backbone app
- Client: Gosub Communications/ZDF (Germany public service Television, like PBS/NHK). Wrote companion html5/angular.js game for their show Die Pilgerin

Pickled Olives Software

Rails/JS Developer - Berlin, Germany - 2013 - 2014

- Introduced Unit and Behavioral tests into the company's workflow
- Made systems for Spree E-commerce and internal tools for Berlin's Humboldt University
- Implement features, fix bugs

Education

Cultural Societies Programme - Aug. 2008 - May 2011

Bäckängsgymnasiet, High School, Borås, Sweden

I studied language, literature and history

Hobbies

Travel, Muisc, Mountain Hiking and Lisp programming. Put an [app in the App Store](https://www.apple.com/appstore/search/1uSUPRQ), [Kana Reference](https://www.kanareference.com/) (bit.ly/1uSUPRQ)