

CV

Hanna Söderström

Web- / System Developer

Hanna has broad competence and experience working in team with web development, from graphic design and usability to front-end with focus on JavaScript and mobile first, as well as system development with evaluation of the needs of a project as developing back-end REST-ful API:s.

Hanna has experience with projects with short deadline and tough demands on quality, where prioritising and testing is fundamental parts of the process. She is appreciated for her engagement, writing clear code, her teaching skills and ability to act as link between the technical conditions and the client.



SPECIAL SKILLS

BROAD COMPETENCE WITH SPECIAL FOCUS ON FRONT-END AND MOBILE FIRST

EXAMPLES OF EXPERIENCE

- PROJECT LEADER FOR AUTOMATISATION OF QA TOOLS
- DEVELOPER OF MOBILE WEB APPLICATIONS
- SYSTEM DEVELOPMENT WITH REST-FUL API:S

Hanna Söderström

Web- / System Developer

AREAS OF RESPONSIBILITY

System development
Database design
System architecture
System design
Technical project lead
QA testing
Mobile-first
UI/UX
Usability

BUSINESS EXPERIENCE

Government
Nonprofit Organisations
Commerce / E-commerce
Commercial & Media
Industry
Game development
Music & Entertainment

PROJECT LEAD

Automation of QA & Testing tools
Product owner

BUSINESS DEVELOPMENT

Presentation on learning from projects

INTERNATIONAL EXPERIENCE

Lead in project with participants from several European countries, among them UK and Italia.
Contact with clients and salespeople from several European countries, among them UK, Scandinavia, France, Germany and Italy.

DEVELOPMENT LANGUAGES AND FRAMEWORKS

JavaScript/ES6, PHP, C#, HTML/HTML5, CSS & CSS3, LESS/SASS/Stylus, Laravel,

Keystone, Twig/Blade, Greensock, Markdown, XML, WordPress, Gulp/Grunt, Twitter Bootstrap, React, Angular, Vue, NodeJS,

ARCHITECTURE & DESIGN

MVC, UML, CMS

METHODS

Agile/SCRUM

VERSION HANDLING

Git

DATABASES

SQL programming, MySQL, MongoDB, ReThinkDB

TESTING

Integration testing, Functionality testing, Unit testing (PHPUnit, Jasmine, Sinon/Chai), QA testing

PRODUCTS/ENVIRONMENTS

Microsoft, Windows NT/95/2000/2003/XP/7/8/10, Linux, Adobe Photoshop/Illustrator/Premiere/After Effects/InDesign, Flash MX (ActionScript), Unity, Apache, Microsoft .NET, SSH, SSL, MAMP, Sequel Pro, Atom, Sublime Text 3

MISC.

Graphic design and photo retouch/editing, video editing, presentation, teaching, audio recording/podcast-production

SPECIAL SKILLS

Broad competence with special focus on front-end and mobile first

Other

EDUCATION

Web Development 2 years at Mittuniversitetet, System Development 1 of 3 years at Mittuniversitet

LANGUAGES

Swedish
English

Selection of qualifications

SYSTEM DEVELOPER

Iteam Solutions AB Q3 2016 - Current

Iteam helps businesses in their digital transformation, building solutions in an agile manner. It has two offices, stationed in Stockholm and Göteborg, Sweden.

Hanna works in different teams, her role focused mainly on front-end to build applications for desktop as well as mobile (iOS and Android) using cutting edge frameworks such as React, React Native, RethinkDB and MongoDB.

Among the clients are companies such as Taxi Stockholm, Doctors Without Borders, Arbetsförmedlingen.

KEY WORDS: Front-end development, Agile, Digitalisation
TECHNIQUES: JavaScript, ES6, React, React Native, Git, MongoDB, ReThinkDB
ENVIRONMENTS: Node, iOS, Android, Xcode, Docker

WEB DEVELOPER

Widespace Q1 2015 - Q3 2016

Widespace is an international company founded in Sweden, with offices across Europe and its strongest hold in Scandinavia. They act as a bridge between companies with so called 'premium brands' and larger digital publicists. Niche on mobile advertising they deliver campaigns in formats using the particular technologies available in mobile phones, such as touch-screen, gyro, GPS and accelerometer to create engaging ads. Using a unique algorithm to reach the right consumer at the right occasion, which has been scientifically tested to reach maximum reliability.

Hanna was part of the Studio team, a group of six who other than being Widespace own creative studio also made special adjustments of existing ad formats as well as created new ones, on demand from the clients. This demanded a broad spectrum of competence, from graphic design to integration of external API:s, often with very short deadlines and tough demands on quality.

Ads are expected not only to work on different OS and devices (iOS, Android, Windows Phone) but also to be compatible with thousands of frameworks and content on a wide range of publicists. Extensive data collection was also part of the product, for feedback to the client at the end of a campaign.

Hanna had daily contact with salespeople and clients as well as ad production bureaus from all over Europe, often with a limited technical skill set and english as their second language, and very creative and eager sales people making big promises to deliver on.

Hanna was in charge of production of ads, quality control of content and producing a product at 100%, exposed to hundreds of thousands of people across the European markets.

The team excelled at teamwork, division of labor as needed, help, validation of code and sharing knowledge as well as ideas to produce the best possible solutions for the client, given the resources available.

KEY WORDS: Graphic design, Qualitative Testing, Responsive Design
TECHNIQUES: JavaScript, CSS3, HTML, JSON, Greensock, Git
ENVIRONMENTS: Apache web server, MAMP, Atom, Photoshop, Premiere, After Effects, Freshdesk, Nova, Android, iOS, Windows Mobile

SYSTEM DEVELOPER

Widespace Q2 2015 - Q3 2016

The Studio Team had its own time reporting system that needed improvement since a lot of time wasn't being logged. Hanna worked with a colleague to make the system easy to use, and more productive for the purpose it was made, as well as the code more structured and easy to maintain.

In this effort, Hanna was main responsible for development of back-end, which was re-constructed according to the Model View Controller-architecture (MVC). This communicated with front-end which was developed with HTML, CSS and JavaScript, which was mainly designed by her colleague.

The first iteration of the UI was designed by Hanna. Some later improvements was then made by another colleague specialised in UI/UX. Some optimisation of the database was included, although not much to avoid ruining the statistics collected.

The result was a considerable improvement in time reporting, more reliable statistics and an improved overview of how Studio spent its resources, month by month as well as in trends over time. This was of business critical importance.

The project was followed by a presentation of lessons learned during this process, for future projects.

TECHNIQUES: PHP, SQL, JavaScript, CSS3, HTML, JSON
ENVIRONMENTS: PHP, Linux, Atom, Git, Apache web server, MAMP, Sequel Pro

PROJEKT MANAGER

Widespace Q2 2016 - Q3 2016

Hanna was in charge of a team with the purpose of evaluating the need for automatisisation of testing and afterwards, producing a solution to this need.

The team consisted of four people, two at HQ and one in London, UK and one in Milan, Italy.

Hanna led a three-step-process, followed by a hand-over to the head of the apartment that had given the assignment.

1. The first step was inventory of relevant resources, in the group. This was solved with presentations where each and everyone presented themselves, their experience and responsibilities at Widespace. The purpose was to get a better overview, since the group hadn't previously worked together. This made the continued process easier, when all participant knew each others skills and potential weaknesses.

2. The second step was inventory and evaluation of current processes for testing in different departments of the company and what potential tools were used to solve this. Requests for additional testing was also evaluated as well as subjective estimations for the improvements in time-savings automation would have. This step was divided among the team participants and departments with commonly agreed deadlines and summaries made in group to give a shared view of progress.
3. The third step was producing a list of requirements in order to summary the requests and wishes from different departments, along with the estimations of resources this could potentially save.

The result showed that the main issue was lack of communication across different departments and that most of the solutions needed was already available, once the needs were clearly expressed. A new tool wasn't needed and the company could optimise with existing resources.

The management was very satisfied with the result and gave very positive feedback.

KEY WORDS: Project management, Workload Coordination, List of Specifications
TECHNIQUES/ENVIRONMENTS: Google Docs, Zoom, Slack

PRODUKT OWNER

Widespace Q2 2016 - Q3 2016

Hanna took over the main responsibility for the demo website used by salespeople to demonstrate different ad formats and particularly successful and inspiring campaigns. As part of this she re-viewed web site functionality, areas of improvement and requested resources to make improvements.

This work began at the end of Hannas time at Widespace and resulted in planning of reconstruction of the website with new functionality. The website was previously made in Java and the decision was made that it would be easier maintained if back-end was developed in Laravel with PHP, as this had been used for previous in-house projects at Widespace and as a result more easily available. The intention was to build it as a REST-ful API in Laravel with front-end using React.

Hanna initiated the evaluation and need for new functionality as well as database structure. At the end of her time at Widespace a hand-over was made, summarising the progress made.

KEY WORDS: Product Owner, Project Manager
TECHNIQUES: PHP, Laravel, Markdown, HTML, CSS, jQuery, JavaScript, React, REST-ful API
ENVIRONMENTS: Prequel Pro, Atom

WEB DEVELOPER

Nyheter Idag, Q3 2014 - Q4 2015

Nyheter Idag is a politically independent digital newspaper with libertarian leaning. It was founded by Chang Frick and Jakob Bergman in 2014. The website needed technical competence with focus on front-end, graphic design and new functionality.

Hanna who has vast experience working in WordPress developed the website front-end. This included development of plugins for new functionality. She also acted as researcher and at some occasions as guest writer.

KEY WORDS: Researcher, Writer

TECHNIQUES/ENVIRONMENTS: WordPress, PHP, JavaScript, HTML, CSS, Skype

WEB DEVELOPER

One-man company Q1 2012 - Q2 2015

These projects were made parallel to Hannas studies at the Mittuniversitetet.

Alexandra Granberg, starfucked.net

Alexandra is an alternative/fetish model who lacked her own portfolio. Hanna helped with graphic design, structuring content and built the website using WordPress to allow Alexandra an easy tool for content managing. Alexandra is today one of Europes most sought-after models in her genre.

Billy Lundevall, billylundevall.se

Billy studied art and game development and lacked a portfolio. Being a very talented and aesthetically aware he had tough requests for art and functionality for his portfolio. Hanna developed the website using WordPress. Billy is today a freelancer working mostly with art and illustration for metal bands.

RDE, rde-usa.com

RDE is an american company selling cabling and connectors for industrial purposes in extreme constructions, such as telescopes. They had an extensive catalog and an older website in need of an update. Hanna helped them developing a list of requirements and then built the website. Part of this was digitalising their entire product catalogue and make its content searchable for the users. All material was originally in Excel and PDF documents, that needed converting to searchable files. Hanna also made a fresh graphical design of the website and made it more user-friendly.

Daniel Kopp, koppentertainment.com

Daniel is a very talented 3D artist and photographer working with special effects. He needed a portfolio to show off his work. Hanna designed and developed Daniel's website in WordPress. Today Daniel is working at the game developer studio DICE in Stockholm.

Chris Poland, chrispoland.com

Chris Poland is an American, legendary guitarist, mostly famous for his participation in the metal band Megadeth. Today he is most active in the jazz band Ohm. Chris lacked his own website and the knowledge to build one, so Hanna helped with graphic design and built the website in WordPress to allow easy content managing. Chris is still a legendary guitarist.

Emma Michaelsen, chromiaband.com

Emma is a swedish singer/songwriter located in Los Angeles. At the time she was a singer in the metal band Chromia. They needed a website to promote their band. Hanna designed the website and used WordPress for content managing. Today Emma is working as a singing coach in Glendale California and as a freelance singer.

Sanna Lindén, sannalinden.com

Sanna was at the time a student and freelancing photographer in need of a portfolio to show off her work. Hanna designed and developed the website in WordPress for easy content managing. Today Sanna is working with education on sexual education at RFSL Göteborg.

KEY WORDS: Graphic Design, Usability, UI/UX, Responsive Design

TECHNIQUES/ENVIRONMENTS: WordPress, PHP, JavaScript, HTML, CSS, Sublime Text