

## Curriculum Vitae

# Henrik Schulze Nilsson

## Freelance Frontend Developer



Software Engineer with solid experience in web technologies and agile UI development. I'm excited about helping teams build greater UIs. As a freelance developer I prefer limited assignments in interesting projects where I can bring my experience and help the team be more successful.

Driven by curiosity and grit I have a good understanding of modern agile web development. You should hire me if you need work done in Angular, React or anything frontend using JavaScript, HTML and CSS.

I work efficiently and structured with high work ethics and hold a M. Sc. in Software Engineering at Chalmers University of Technology. I'm also the organizer of Frontend Gbg meetup group with 300+ members.

## Freelance frontend developer at hsnilsson AB

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2019-11 – 2019-12?

Humblebee / [NDA]

**Freelance Frontend Developer.** React/Redux project for fintech company. Not started.

2019-10 – 2019-11

Humblebee / Surgical Science

**Freelance Frontend Developer.** A five week gig to finalize a dashboard webapp for administration of courses in keyhole surgery. Delivery of features and fixes from day one in this fun and successful project built with React, styled components, Formik and Apollo GraphQL.

2019-05 – 2019-10

Hobby projects

**Holiday Frontend Developer.** Long holiday (too long), but I read up on a lot technologies. I also built [hsnilsson.com](https://hsnilsson.com), [storsandsvagen.tk](https://storsandsvagen.tk) and [mpfextractor.netlify.com](https://mpfextractor.netlify.com) where the latter is a small piece of engineering which basically extracts depth maps from images taken in portrait mode.

2018-11 - 2019-05

Volvo Group IT

**Freelance Frontend Developer.** Development of a new micro frontend as the first in a row of interfaces for a set of micro services. New technologies (Angular 7 with Angular Material, GraphQL, agile, scrum) were used in order to break out a monolith legacy application in parts.

2018-08 - 2018-11

Forza Football

**Freelance Frontend Developer.** Creation of performance optimized campaigns in pure Javascript, HTML and CSS for the Forza Football app. Also involvement in anything frontend related e.g. suggesting general improvements of the codebase, Google Analytics, automation, A-B tests, UX and graphic design.

## Engagements at Capgemini

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2018-01 - 2018-04

Ikano Bank

**Lead Frontend Developer.** Performance audits and solution analysis for enhancing the overall loading time of ikanobank.se. Bonus: Urgent JavaScript fixes in the Ikano Taskforce Team on top of IKEA Delbetala.

2017-11 - 2018-01

SLL IT (Stockholms Läns Landsting)

**Lead Frontend Developer.** Frontpage rework for vardgivarguiden.se. Took the opportunity to enhance the frontend development setup by re-creating the bundling and minification with RequireJS along with sourcemaps for JavaScript and css.

2017-10 - 2017-11

Capgemini Sverige AB

**Lead Frontend Developer.** In-house innovation project for IKEA. Development of a 3D room planning experience using WebGL (THREE.JS), React.js and Webpack.

2016-11 - 2017-09

SLL IT (Stockholms Läns Landsting)

**Lead Frontend Developer.** Developed a new intranet for SLL. Fulfilling the role of lead frontend developer by setting the frontend architecture and doing the initial groundwork to set the projects coding standards and pattern out solutions. The project was awarded [Winner of "Best Intranet"](#) in Episerver Web Awards 2018.

The technology stack for this project included JavaScript ES6, ReactJS, Webpack, EpiServer (.NET, Razor) and TeamServices.

2016-11 - 2017-02

SLL IT

**Lead Frontend Developer.** Created a Wordpress blog portal for 1177.se. Drove requirements and implemented the frontend. Also developed tailored features for the customers needs using CSS, HTML, PHP and Javascript.

2016-09 - 2016-12

E.ON

**Lead Frontend Developer.** Implementation of HTML/CSS changes and features for an EpiServer solution. Also responsible for handling releases.

2016-09 - 2016-11

Öresundståg

**Lead Frontend Developer.** Implemented change requests and features for an AngularJS / EpiServer solution.

2015-06 - 2016-09

IKEA AB

**Lead Frontend Developer.** Worked in an international team with the main responsibility to implement and drive change requests for IKEAs Retail Web. Practically this involved both front end development using JavaScript, CSS and HTML, as well as back end development using JSP, XSLT and shell scripts. Other involvement ranged from requirements gathering, analysis and estimation, designing solutions, coordination of testers and running demos of implementations.

## Early employments

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2015-01 - 2015-06

Sony Mobile, Lund

**SW/HW Graphics Engineer.** In the Sony Telephony team the main duties involved feature development in Java Android for Sony's Z3 phone as well as general debugging. Responsibilities covered low level modem internals (C++ layers) up to the Java application layers in Sony's Video Telephony app. Also initiated and maintained Sony Overflow, an internal Q&A-forum similar to Stack Overflow.

2014-04 - 2015-12

Sony Mobile, Lund

**SW/HW Graphics Engineer.** Starting out in Sony's Modem team, mainly handling change requests and defects fixes. Got up to speed quickly at debugging modem internals of Qualcomm's and Google's large C++ code base of UMTS, LTE, ViLTE, VoLTE.

2012-01 - 2012-07

Amadeus Development Amadeus IT Group, Sophia Antipolis, France

**Software Engineer Intern.** Replacement of the Continuous Integration (CI) server used for building the source of the world's largest airline billing system. Requirements gathering by interviewing team members in an agile Scrum-ban team. Customization of a Jenkins server to simplify the build process. Successfully prioritization of tasks while working under high time pressure, gaining experience in Java, shell scripts, Linux and Jenkins.

## Education - Chalmers University of Technology

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2009-09 - 2014-02

M.Sc. in Software Engineering and Technology

*Masters thesis – Virtual Geometry Textures*

A solo project investigating the implications of combining Virtual Texturing and Geometry Images. This would enable progressive loading of infinitely large 3D models directly in the web browser. Prototype developed in JavaScript and WebGL by fusing two existing client side 3D engines.

2006-09 - 2009-06

*Bachelor's thesis – Wireless Sensor Networks*

Development of hardware and software for an application of wireless sensor networks. The work was done for the Institution for Signals and Systems at Chalmers to investigate possible areas of use and evaluate its properties. Received the highest grade for this project.

2007

Universidad Politécnica de Valencia, Spain

Exchange studies involving advanced Computer Science courses and learning Spanish.

## Languages

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Spanish: **Good command**

English: **Fluent, Cambridge ESOL, Certificate in Advanced English**

German: **Basic knowledge**