Henrik Schulze Nilsson
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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 in Angular, React or plain JavaScript. As a freelance developer I prefer limited assignments in interesting projects where I can bring my experience and help the team be more successful.

I'm a humble team player who easily communicate, find solutions, take ownership and responsibility. Driven by curiosity 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.

Freelance frontend developer at hsnilsson AB

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 involvment in anything frontend related e.g. suggesting general improvements of the codebase, Google Analytics, automation, A-B tests, UX and graphic design.

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Engagements at Capgemini

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**

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

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 got awarded with [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.

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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 involvements ranged from requirements gathering, analysis and estimation, designing solutions, coordination of testers and running demos of implementations.

Early employments

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.

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Education - Chalmers University of Technology

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	*Bachelors 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

Spanish: **Good command**

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

German: **Basic knowledge**