

SYSTEMS DEVELOPER



JESPER FALKENBY

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ABOUT ME

Junior systems developer with a burning passion for video games and programming. In my spare time I like to play video games, go skateboarding, spend some time in the gym, read books or do some programming.

EDUCATION

2015 Seoul's National University

Masters Program in Computer Science

2014 Uppsala University

Masters Program in Computer Science

2011 Blekinge Institute of Technology

Bachelors Program in Computer Science

SKILLS

Software Development

Microservices, Scrum, Agile Development, Test Driven Development

Technologies & Frameworks

React, Redux, NodeJS, Material-UI, REST, Elasticsearch, Webpack, DirectX, Unity, Android Studio, Spring, Apache Kafka, Apache Flink

Programming Languages

JavaScript, Java, C/C++, C#, Python, Erlang, PHP, HTML, CSS, SQL, JSON, XML

Databases

MySQL, NoSQL, PostgreSQL, RocksDB

WORK EXPERIENCE

Retriever

Stockholm

2017 - 2018

Systems Developer

Developed a vehicle information service for their customer web portal. Vehicle data was fetched from Transportstyrelsen, Java back-end, and front-end in React and Redux.

Developed a back-end service in Java that retrieves annual reports for Swedish condominiums.

Developed a web service in Java that automatically fetches concern data from Retrievers own database, formats it, and sends it to one of Skatteverket's servers.

Developed, in a team of three, a complete ecosystem of services that fetches articles and company data from various Swedish sources, such as news articles and TV/radio programs. The front-end was written from scratch mainly in React, and customers would use the service to monitor different signals (such as keywords) from various sources.

King

Stockholm

2016 - 2017

Master's thesis

Developed a prototype of a debugging tool for a real-time, clustered, data stream processing system using Java back-end, JavaScript front-end. Other frameworks used were Apache Kafka, Apache Flink and RocksDB.

Nasdaq

Stockholm

2015

Front-end developer (Internship)

Developed one of their front-end systems in Java using the Spring Framework.

Ericsson

Karlskrona

2014

Software developer (Internship)

Developed a prototype of a sizing tool that would be used for efficient server hardware planning.

HOBBIES

