## Jesper Falkenby

#### Systems Developer

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.



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#### **WORK EXPERIENCE**

#### **Systems Developer**

Retriever 🗷

07/2017 - 09/2018

Stockholm, Sweden

Achievements/Tasks

- 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.

# Rich Developer Tools for Scripting Engine (Master Thesis / Internship)

King 🛂

09/2016 - 02/2017

Stockholm, Sweden

Achievements/Tasks

 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.

## Front-end developer (Summer internship) Nasdaq

06/2015 - 08/2015

Stockholm, Sweden

Achievements/Tasks

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

## **Software developer (Summer internship)** Ericsson

06/2014 - 08/2014

Karlskrona, Sweden

Achievements/Tasks

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

#### **SKILLS**



#### PERSONAL PROJECTS

Personal website (09/2018 - Present) 🗷

My personal website written in React.

Epoch Fight (02/2017 - Present)

3D RTS game developed in Unity.

Android E-mail app (03/2018 – Present) 🗗

• E-mail app for Android using the Gmail API.

#### **LANGUAGES**

Swedish

Native or Bilingual Proficiency

English

Full Professional Proficiency

#### INTERESTS

Computer games Programming

Game development Photography

Skateboarding Strength training Reading

E-sports

### **EDUCATION**

### **Master Programme in Computer Science**

Seoul's National University

09/2015 - 12/2015

Seoul, South Korea

### **Master Programme in Computer Science**

Uppsala University

09/2014 - 06/2017

Uppsala, Sweden

### **Bachelor Programme in Computer Science**

Blekinge Institute of Technology <

09/2011 - 06/2014

Karlskrona, Sweden

## **Upper Secondary School, Computer Technology** NTI-gymnasiet **☑**

09/2008 - 06/2011

Gothenburg, Sweden