

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

Java JavaScript React Redux C/C++

C# Python CSS HTML PHP SQL

REST Spring Elasticsearch Webpack

DirectX Unity Android Studio

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

Courses

- Advanced Database
- Distributed Information Processing
- Advanced Operating Systems
- Topics in Algorithms (Machine Learning Algorithms in Bioinformation)

Master Programme in Computer Science

Uppsala University [↗](#)

09/2014 – 06/2017

Uppsala, Sweden

Courses

- Machine Learning
- Language Abstractions for Concurrent and Parallel Programming
- Advanced Computer Architecture
- Artificial Intelligence
- Compiler Design
- Software Architecture with Java

Bachelor Programme in Computer Science

Blekinge Institute of Technology [↗](#)

09/2011 – 06/2014

Karlskrona, Sweden

Courses

- Introduction to Databases
- Data structures and Algorithms
- Scripting and Other languages
- Large Team Game Development Project
- Programming
- Object oriented design
- 3D Programming
- Performance Optimization

Upper Secondary School, Computer Technology

NTI-gymnasiet [↗](#)

09/2008 – 06/2011

Gothenburg, Sweden

Courses

- Obligatory Swedish high school courses such as Mathematics and English
- Web programming in CSS, HTML and PHP
- Computer games programming in ActionScript (Flash), Java and C++