

JACOB HEDÉN MALM

BACKGROUND

Software engineer with a strong skillset in backend engineering, and a willingness to learn the best technology for solving the next interesting problem.

PRACTICAL EXPERIENCE

PERIOD	June 2022 — Current	
EMPLOYER	Spotify	Copenhagen
JOB TITLE	Software Engineer II	
LANGUAGES	Java, Scala	

Working in an autonomous product team that developed and shipped managed accounts from the ground up, a special account type for young listeners. We are also responsible for maintaining the Spotify Kids standalone application. I have primarily worked with designing and building backend infrastructure as well as batch data processing pipelines to enable this product experience. Key technologies: **gRPC, GKE, dataflow, scio, Apache Beam.**

PERIOD	June 2020 — August 2021	
EMPLOYER	INVIDI Technologies AB	Stockholm
JOB TITLE	Backend Engineer	
LANGUAGES	Java	

Backend engineer at a medium sized advertising technology company. My role included developing and maintaining the microservices that made up the INVIDI software product. Due to the size of the company, I also got experience with Dev Ops and QA work. I came into contact with a wide range of technologies, such as **GCP, maven, kubernetes, docker, sql, and datadog.**

PERIOD	July 2020 — Present	
COMPANY	Sensoris IT AB	Stockholm
JOB TITLE	Co-Founder	

I, along with a group of friends from my studies at KTH, developed Busybee, an occupancy management and analysis software product. We were admitted into the KTH Innovation pre-incubator program and were a part of batch 12. The start-up experience meant that we all had to wear a lot of different hats and solve many different problems creatively. Busybee is currently live on **busybee.se**

RAVNSBORGGADE 17A · COPENHAGEN · DENMARK

✉ JACOBHM98@GMAIL.COM ☎ +46704470270

PERIOD	March 2020 — June 2020	
COMPANY	IchigoIchie AB, Royal Institute of Technology	Stockholm
JOB TITLE	Bachelor Thesis Intern	

When wrapping up my bachelor's degree studies I executed a thesis project in conjunction with IchigoIchie AB, an audio-visual games producer. The aim of this project was to build machine learning tools capable of classifying sound snippets by their emotional tone. This was accomplished by representing the sound snippets as spectrograms and classifying these spectrograms with the help of a convolutional neural network.

EDUCATION

PERIOD	September 2020 — 2022	
DEGREE	Master of Science in Machine Learning	
UNIVERSITY	Royal Institute of Technology	Stockholm

A specialized degree in Machine Learning, including deep learning and its applications, probabilistic networks, probability theory, and large data processing. Thesis unfinished.

PERIOD	September 2017 — June 2020	
DEGREE	Bachelor of Science in Computer Science	
UNIVERSITY	Royal Institute of Technology	Stockholm

A broad degree in computer science, laying a solid foundation within the field. My main interest areas were studies of algorithms and their properties, and mathematics.

PERIOD	January 2017 — June 2017	
FIELD OF STUDY	Sanda	
UNIVERSITY	Beijing Sports University	Beijing

Studied chinese kickboxing (Sanda) in Mandarin. The purpose of this was twofold, immerse myself in an environment where Mandarin was the spoken language, and pursue a passion of mine, martial arts.

PERIOD	September 2016 — December 2016	
FIELD OF STUDY	Mandarin	
UNIVERSITY	Beijing Language and Culture University	Beijing

Studied an intensive language course in Mandarin. The purpose of this was to build upon the language skills I had acquired through ten years spent in Beijing throughout my childhood and adolescence.

OTHER

Languages	Swedish (Native), English (Native), Mandarin (Fluent), Danish (Intermediate)
Portfolio	github = jacobhm98 , LinkedIn = Jacob Hedén Malm
Personal Interests	Martial Arts, Powerlifting, Literature, Chess

RAVNSBORGGADE 17A · COPENHAGEN · DENMARK

✉ JACOBHM98@GMAIL.COM ☎ +46704470270