

# Jesper Hansen

Melbourne

## Contact Details

861130 | [hansen.jesper17@gmail.com](mailto:hansen.jesper17@gmail.com)  
[www.github.com/jesperhansen17](https://www.github.com/jesperhansen17) | <https://au.linkedin.com/in/jesperpetergabrielhansen>  
80 Clarendon Street, Southbank 3006 | 0411447828

## Visa

Visa 457 (Temporary Skilled Worker) and the visa expire in June 2020.

## Career Profile

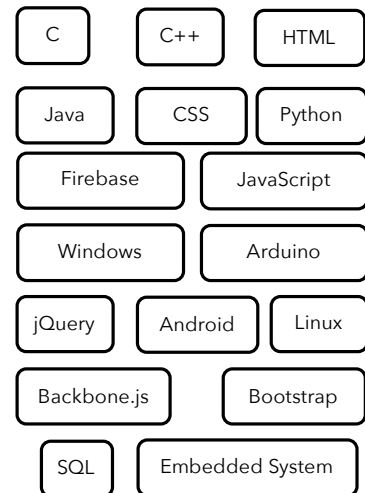
A recently graduated software developer seeking a position where I will have the ability to grow both as a person and gain experience from the latest technologies and develop new skills from my colleagues regardless the industry. A strong team player, well spoken, ambitious and I am fully committed to design and develop software and applications to satisfy the client to 100%.

## Education

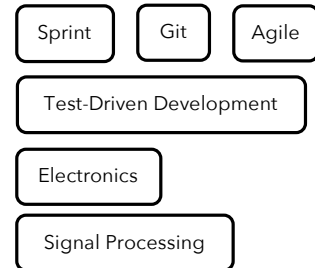
2013/09 - 2016/06 Computer Engineering and Mobile IT:  
Bachelor of Engineering, Malmö  
University.

2003/09 - 2006/06 Economics, Sven Ericson High School in  
Borås, Sweden.

## Computer Skills



## Technical Skills



## Language



## Professional Experience

### **Falkenbergs FF - Soccer Player** **2009/01 - 2013/12**

A professional goalkeeper for Falkenbergs FF. Accountable for a 100% preparation before the game and able to deliver despite pressure from the club, spectators and media. In a group be able to cooperate and strive against common goal.

## Projects

### **Bachelor Thesis at SCAN COIN**

Bachelor thesis at SCAN COIN. SCAN COIN develops and sells products and solutions for deposit, withdrawal, counting and sorting of coins and notes, SCAN COIN develop both hardware and software in-house. SCAN COIN requested a one-to-many solution so that several applications can connect to one hardware device. So we designed and implemented a middleware for handling their requirements.

**Link to thesis:** <http://dspace.mah.se/handle/2043/20941>

### **Javapad**

A simple implementation of a text editor that is written in Java.

**Github:** <https://github.com/jesperhansen17/CodeEditor.git>

### **Calvin Mini**

This is a port to Arduino of a minimal implementation of Ericsson's Calvin platform.

Calvin is an application environment that lets things talk to things, sensors and actuators can be connected to each other using nodes in the Calvin environment.

**Github:** <https://github.com/MalmoUniversity-DA366A/calvin-arduino.git>

### **BidMe**

Android app for controlling a secondary screen. The secondary screen only shows information that are controlled by the application. Uses Firebase as the database.

**Github:** <https://github.com/jesperhansen17/BidMe.git>

### **Remote Lock**

An Arduino controlled lock that where remote controlled using an Android application or a Java application running on a Mac/PC/Linux machine.

### **Training Log**

A simple web application where the user can log in and log training exercises. The application is developed with Bootstrap, Backbone.js, jQuery and Firebase. This application is still under construction. The next step is to design and develop an iOS and Android application that have similar properties as the web application.

**Github:** <https://github.com/jesperhansen17/TrainingLogBackbone>

## Reference

References is available upon request.