



PERSONAL STATEMENT

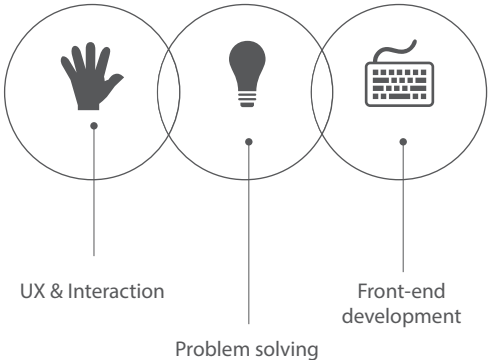
Hi! This is me; a 27 year old front-end developer and engineer from Stockholm Sweden who has a passion for gaming, open source technologies and sci-fi.

I have a keen interest for technology in general. I work mostly in the front-end development of the web, and many projects I've been a part of have been using web technologies primarily but I have also spent some time doing C#, Java, VR, AR and computer graphics in C++.

I build my own desktops, am a sucker for gadgets I don't really need, follow too many shows (I'll probably tell you all about that latest and greatest show and why you should watch it). If there's not a show that needs watching I'm probably on a discord gaming online with friends. Perhaps I'll coerce you into helping defend our discord's shared base in the newest survival game, there's always a need for more gatherers.

If this sounds interesting feel free to contact me, perhaps over lunch?

SPECIALITIES



SKILLS

HTML & CSS	●●●●●●●●●●
Javascript	●●●●●●●●●●
EmberJS	●●●●●●●●●●
NodeJS	●●●●●●●●●●
React	●●●●●●●●●●
AngularJS	●●●●●●●●●●
php	●●●●●●●●●●
Bash/Shell	●●●●●●●●●●
Git	●●●●●●●●●●
C#	●●●●●●●●●●
C++	●●●●●●●●●●
Java	●●●●●●●●●●
TDD	●●●●●●●●●●

LANGUAGE



EDUCATION

- September 2013 to June 2015.
Master's in Engineering, Interactive Media Technology.
Royal Institute of Technology. Stockholm.
- September 2010 to July 2013
Bachelor's in Engineering, Interactive Media Technology.
Royal Institute of Technology. Stockholm.
- April 2009 to July 2010
Advanced English & Mathematics.
Stockholm University. Stockholm.

EXPERIENCE

3

Years
2015 - current

Front-end developer
Rabble Communications

6

Months
2015 - 2015

Master's degree
Tobii Technology

PORTFOLIO <https://jobackman.github.io>

Rabble
An SEO optimized web-app portal for finding discounts and sales on various brands. Modular, server-rendered, affiliate site served to several domains with various features, content, and aesthetic themes.
<https://www.rabble.se/>

Master's Thesis.
Eye tracking and interaction in Zoomable User Interfaces, a thesis which developed & tested gaze aware ZUIs. Carried out with Tobii Technology.

Thrust Yourself. Advanced Graphics & Interactions project.
Virtual reality spacewalking simulator using Oculus Rift, Unity & Wii-motes. Exhibited at Comiccon 2014.
Demo at <https://jobackman.github.io/>

Zombies vs Humans. Computer graphics project.
Web graphics & flocking theory. A simulation of a zombie heard chasing down fleeing humans. Simulates flocking behavior.
Demo at <https://jobackman.github.io/>

THINGS I ENJOY

