Johan Bäckman

Front-end developer & engineer

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Sverige.

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https://jobackman.github.io

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, sci-fi and learning new things.

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.

I build my own desktops, am a sucker for gadgets I don't really need, and follow way too many shows at once. I'm the type of person that will read up on the latest episodes dedicated forum post online. If there's not a new episode that needs viewing, or a forum post that needs reading, I'm probably online on a discord gaming something with friends.

If anything about this sounds interesting feel free to contact me, perhaps we can meet up and have a chat over lunch!

SPECIALITIES

UX & Interaction

Problem solving

Front-end development
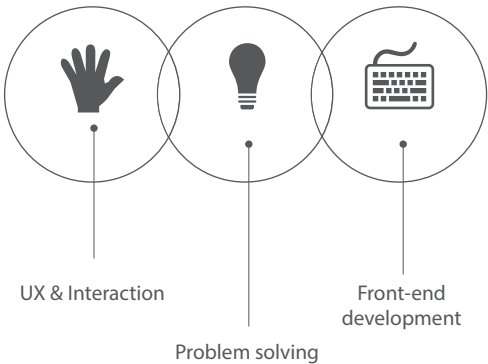
SKILLS

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

LANGUAGE

SWEDISH
Native

ENGLISH
Advanced

FRENCH
Basic

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 realirty spacewalking simulator using Oculus Rift. Exhibited at Comiccon 2014.
Demo at https://jobackman.github.io/

Zombies vs Humans. Computer graphics project.
Web graphics & flocking theory. Simulates flocking behavior.
Demo at https://jobackman.github.io/

THINGS I ENJOY

TV-shows

Gaming

Music

Beer

Coffee

Gadgets

Memes

Nighttime

More gaming

Books