JOHN GUSTAFSSON

Cottage Grove, MN 55016 | 763-360-6484 | john.gustafsson@gmail.com | https://www.linkedin.com/in/john-gustafsson-4062133/

TECH LEAD | SENIOR SOFTWARE ENGINEER

Accomplished Tech Lead and Sr. Software Engineer with expertise in crafting effective solutions to streamline processes. Adept at navigating various software stacks and platforms. Experience with team leadership and collaborating with stakeholders while resolving technical challenges. Passionate about developing products that enhance user experiences and productivity. Able to build robust, resilient systems capable of seamless operation 24/7, regardless of platform or scale.

AREAS OF EXPERTISE

Go | Google Cloud Services (GCP) | Docker/Kubernetes (K8s) | Git GitHub and GitHub Actions | CI | Backend | Micro Services | Graph QL | JSON | Mobile Development | Coaching Team

PROFESSIONAL EXPERIENCE

Gannett Inc.; Twin Cities, MN   **March 2019 - April 2024**
Technical Lead Software Engineer
Technical lead for the new Obituary platform team, tasked with architecting, creating, launching, and maintaining it. The platform is developed in Golang and Typescript, focusing on the backend, including importing and exporting obituaries from external systems.
- Architected, built, and maintained Go micro services deployed on GCP/K9s using an event driven architecture. Using Hasura/GraphQL, PostgreSQL, FTP (legacy import), XML, and PubSub.
- Managed infrastructure with Terraform, utilizing Fastly's Edge Cloud for the front end.
- Collaborated closely with stakeholders and other technology teams throughout every process stage.
- Led the CI for the team, transitioning from a Jenkins-based system to GitHub Actions.
- Worked on Typescript backends and some React frontend projects, with minor experience using AI/LLM for new project initiatives.

SweetIQ; Twin Cities, MN   **January 2017 - March 2019**
Technical Lead Software Engineer
Maintained the mobile apps from my previous position. Worked on backend servers for SweetIQ's main product.
- Worked on an internal tools written in Elixir / vue.js using a PostgreSQL database.
- Designed, implemented, and maintained a Go / PostgreSQL micro service, that continuously import review data from multiple sources.

ReachLocal; Twin Cities, MN   **March 2012 – March 2017**
Technical Lead Software Engineer, December 2013 - March 2017
Working on customer facing parts of ReachLocal's Campaign Central. Technical Lead for the mobile team, updating the mobile apps.
- Worked with both iOS and Android applications, focusing on iOS.
- Worked on a pure JavaScript front-end framework for embedding on customers' web pages
- Maintained a Ruby on Rails product.

Senior Mobile Developer, March 2012 - December 2013
Architected, developed and maintained mobile apps, with a strong focus on iOS, for ReachLocal's Campaign products.
- Developed native mobile apps and hybrid mobile apps, using Javascript, Objective C, and Swift.
- Maintained the CI for the project and worked with stakeholders to continuously deliver new versions.

ADDITIONAL EXPERIENCE

Lawson Software; Twin Cities, MN
Senior Systems Software Engineer
Worked on the Landmark product, a client/server system written in Java. Transitioned to designing and implementing Android and iOS clients for Landmark.

UiQ Technologies AB; Ronneby, Sweden
Sr Software Engineer / Software Architect
Managed the UIQ UI framework as an Architect. Work responsibilities ranged from technical interviews, defining architecture, technical expertise, reviewing and approving documents, design, and code, to helping other developers. Development was done in C++ on UiQ's platform based on SymbianOS. Worked on the disk/memory saving subsystem and the operating system's startup, optimizing the GUI framework and handling draws to the bitmap drivers for the graphics hardware. Worked on a Tiger Team assembled to work on the product as a whole.

Glint soft AB; Växjö, Sweden
Software Engineer
Software Engineer at Glint soft AB in Växjö, Sweden. Did several internal projects/prototypes and consulted for Boss Media AB, improving and maintaining online gambling servers, such as creating a new secure log server in C++.

Symbian AB; Ronneby, Sweden
Software Engineer
Developed the Agenda application, the automated Memory Manager (disk and memory), and GUI framework components. Worked with C++ and Symbian.

EDUCATION

Bachelor of Science in Software Engineering
Blekinge Tekniska Högskola, Ronneby, Sweden

PRESENTATIONS

SXSW Workshop; Austin, TX　　　　　　　　　　　　　　　　　　　　　　　　　　　**2014**
We lead a workshop covering the Liger Mobile framework, hybrid mobile development and its best practices at the SXSW 2014 Interactive Conference in Austin, Texas.