

JONAS LILJESTRAND

Software Entrepreneur

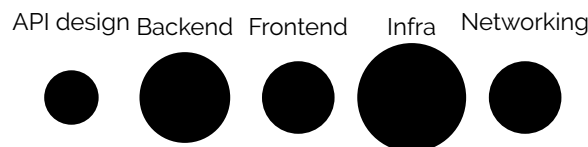
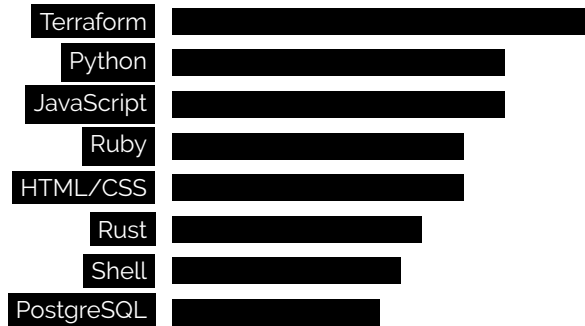
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WHO AM I?

I am a developer with interest in building useful solutions. I have a passion for learning new things that can help me solve upcoming problems. I think collaborative work is awesome and really appreciate creating solutions as a team. You will find me most skilled in managing cloud infrastructure, but I'm also comfortable working with test driven software development. It is also possible finding me decoding binary protocols in WireShark.

My strongest languages



MY DEVELOPMENT PHILOSOPHY

I follow the ethos of the software craftsman, where the tools used are adjusted according to the situation at hand. Delivering value is most important, then it is making sure that the legacy I leave behind stays valuable for a long time. Solutions and code needs to be maintainable and understandable by as many people as possible. I try to avoid overly clever solutions, and I try to pick conservative tech stacks where appropriate.

Everything I do is test-driven and I strive for quick feedback cycles, both from colleagues and from users.

In order to deliver software efficiently, one must also work well among other people. Coding is not a solitary activity, and being able to work together with other people of many different backgrounds and skill levels is important. I enjoy working in this condition and I love sharing knowledge and understanding other people's perspective on things.

Mantras

- No code is better than a lot of code.
- Dependencies are expensive, but custom code can be more expensive.
- Explicit is better than implicit.
- Code should be working, maintainable, consistent, fast — in that order.
- Testing is not optional (but is so much more than just writing test suites).
- Tools should help us. Linters and auto-formatters reduce mental burden.
- Real craftsmen sign their work proudly.
- "Legacy" should not be an ugly word; It's what we all leave behind us.
- Most people are well-meaning and knows things I don't know. Don't assume either malice or stupidity.
- Measure twice and cut once.

EXPERIENCE

- Mar 2017 – Present **Infrastructure developer** **Hemnet**
Hemnet is Sweden's largest property portal and one of the largest websites overall, with millions of unique visitors each week. About 1/4 of the Swedish population visits Hemnet occasionally.
I've been working in the Platform team, which deals with internal services, APIs, infrastructure, developer tooling, data storage and retrieval, and developer outreach. My role over the years has involved migrating Hemnet to **AWS**. As part of that I built CI/CD pipelines in **Jenkins** that build, tested and shipped **Docker** images. Also acted as the developer sales department could bring to external meetings when technical expertise was required. **Ruby / AWS / Docker / Terraform / Jenkins / Postgres**
- May 2015 – Mar 2017 **Full-stack developer** **Get a Newsletter Scandinavia AB**
Get a Newsletter is a marketing tool for creating and sending of newsletters per email. The majority of the time I was there I worked as a single developer managing all parts of the system. That included configuring **PowerMTA** for sending millions of emails per day. I was hired as a frontend developer since I had experience with **AngularJS**.
I built and shipped code that was used in the tool for creating the newsletters. During this time I had to learn **Puppet** in order to maintain the infrastructure. I also worked with rewriting a **Python** backend service for improving concurrency of generating emails to be able to handle more daily customers. For this I introduced **RabbitMQ** which was a very good fit. The migration for that was really exciting and was handled without downtime for end users. **Javascript / AngularJS / PowerMTA / Puppet / Python**
- Sept 2014 – May 2015 **Mobile/Web developer** **Vimy**
Vimy is a job search site that was called YouLinker when I worked there. I was part of a team that worked on a solution for replacing the paper CV with recorded video presentation. The solution worked for some professions like sales. The application was written in a framework called **Ionic** that used **Cardova** to cross compile into native mobile applications.
AngularJS / Ionic / Cordova / HTML/CSS
- Apr 2014 – May 2015
continued from previous **Developer/Co-Founder** **Give AB**
Creddly team pivoted and started creating Give. The social gifting app where people could buy and send coupons via SMS or social media to friends or family. The coupon could then be used in a physical store to redeem the gift. It was an awesome feeling building this and it still makes me happy thinking of the first time we went to the store next door and redeemed our first ice-cream. Later the focus shifted against business to business. I built the **single page application** in **AngularJS** where customers could manage their gifting campaigns. I was also responsible for writing the API the frontend consumed which gave me a lot of experience with **MongoDB** and **NodeJS**. I also built and designed the API external partners could integrate Give in their workflows for automating gift delivery. Give was acquired by an other company in 2017.
NodeJS / MongoDB / AngularJS / API Design
- Apr 2013 - Apr 2014 **Developer** **Creddly AB**
Creddly was a social shopping app for both iOS and Android. I was working on building a backoffice web application for managing the products available in the system. The backoffice application had a frontend and backend which I designed myself. **NodeJS / MongoDB / AngularJS / API Design**
- Sept 2011 - Apr 2013 **Developer** **Return Great AB**
Consulting firm with the idea that we iterated and improved our clients business ideas, developed them and returned a great product. We were also in charge of ComHem and Mekonomens's web based employee motivation systems. These were quite old and outdated systems written in **ASP.NET** with a **MSSQL** database. **ASP.NET / MSSQL**

EDUCATION

2003 – 2005

Secondary Education

Vasagymnasiet Arboga

I finished my secondary education of a custom program that combined software development, programming, and natural sciences.

OTHER POSITIONS

2020 – Present

Materials Manager

Nacka Hockey - Team 13

I'm currently a materials manager for my sons hockey team. Where I'm responsible for having the equipment need. Also spend some time sharpening skates. This is really funny and good practice for leadership.

LANGUAGES

Swedish - native

English - proficient

HOBBIES

I love playing music at parties and has been a part-time DJ for over 10 years, playing at private parties and nightclubs. I really like the combination of seeing people happy and being a bit nerdy with all audio and DJ equipment. I have also performed some live streaming and really enjoy creating interesting video angles.

I love playing video games, watching moves and playing around with both hardware and software.

I also like outdoor activities like skiing, hiking. And I'm playing veteran ice hockey, soccer and padel and like being healthy.

TOOLS AND SKILLS

Languages

- Terraform (expert)
- Javascript / Typescript (expert)
- Ruby (intermediary)
- Python (intermediary)
- Rust (intermediary)
- Shell / Bash (intermediary/expert)
- Go (entry-level)
- Groovy (entry-level)
- PHP (long time ago)
- Puppet (intermediary/expert)

Methodologies

- Agile
- BDD / TDD

Tools

- Docker
- Git
- UNIX systems
- Vim

Services

- AWS
- Elasticsearch
- PowerMTA
- RabbitMQ
- Jenkins
- Memcached
- PostgreSQL
- Redis
- Logstash
- Kibana
- NGiNX
- Locust