Jonatan Jönsson

Henrikdalsringen 73
13132 Stockholm, Sweden
+46 705 475 383 / jontejj@gmail.com
jontejj.github.io/resume / linkedin.com/in/jonatanjoensson

WORK EXPERIENCE

Software Engineer   Apr '18 - Current
at Peltarion AB in Stockholm
- **AI everywhere advancing humankind** Peltarion provides an operational AI platform for producing real-world AI applications at scale and at speed.
  Keywords Java 11, Keras, TensorFlow, Deeplearning4j, GCP (Google Cloud Platform), Machine learning, Deep learning, AI

Software Architect   Nov '14 - Apr '18
at Nox Finans AB in Malmö
- Automating invoice and debt collection processes. Broke even in 2016-04.
  A subsidiary company started by Fortnox. Called Fortnox Finans today.
  Keywords Java 8, Dropwizard, Hibernate, Guice, Jersey, JAX-RS, PostgreSQL, H2, MSSQL, Git, Gerrit, Jira

Software Developer   Sep '14 - Okt '14
at Sony Mobile Communications AB in Lund
- Helped maintain and evolve EMMA. A client used by service centers to flash mobile phones.
  Keywords Java, OSGi, Eclipse RCP

Software Engineer Consultant   Nov '10 - Aug '14
for Softhouse Consulting Baltic AB in Karlskrona
- Fortnox in Växjö   Jun '14 - Aug '14
  Fortnox helps more than 200,000 small business owners with their adminstration. Their system keeps track of invoices, payments, accounting, payroll etc.
  Keywords Java 8, Dropwizard, Hibernate, Guice, Jersey, JAX-RS, Git, Gerrit, Jira, PostgreSQL, MSSQL

- International Software Technology in Växjö   Jan '14 - Jun '14
  IST develops software aimed to help primary/high schools administer teachers, students, grades, curriculums and more.
  Keywords Java, Spring, Spring-Webflow, Tomcat, AngularJS, bower, grunt, Javascript

- How To Clean Your Dirty Code, Lightning talk at Leantribe in Växjö   2012-12-10
  Keywords Presentation, Refactoring, Clean Code, Mutation Testing, API design
- How To Clean Your Dirty Code, Softhouse Campus seminar   2012-11-29
  Keywords Course lecturer, Clean Code

- Spielo/Gtech/BossMedia in Växjö

  – Gaming Management System (GMS))   Jan '13 - Jan '14
    GMS is the core in Spielos eco-system and is used by users in 150 countries. It handles player finances, responsible gaming and more.
    Technologies Game Platform, Java, Spring, Guava, Hibernate, JIRA, Subversion, Jenkins, Ant, JBoss, Wildfly
  – Adding new features to a poker platform that for example   Apr '12 - Okt '12
    Svenska Spel and IPN is using. As we finished in 2 months instead of 6 we got to work on their new java-based server as well.
    Technologies Poker, C++, Sybase, Boost, C#, ASP.NET, Internationalization, i18n, iPad, Java, Protobuf, Riak, Maven, JIRA

- **Ericsson's Charging System** (the Service Data Point part)
  A system for real-time rating of pre-paid calls, handling 1.4 billion subscribers.

  - **–** Product Customization Developer   Aug '11 - Apr '12
    Added support for IMS (IP Multimedia System)
    Technologies Geographically distributed team, Telecom, IMS, Java, Git,
    Gerrit, Jenkins, SCONS, TimesTen, Solaris, Scrum
  - **–** Design & Maintenance   Nov '10 - Aug '11
    Solved several critical bugs that caused the system to grind to a halt.
    Technologies Telecom, Bug-squashing, Java, C++, Clearcase,
    Reviewboard.org, Hudson, SCONS, TimesTen, Solaris, Kanban

Software Developer Project employment   Jun '10 - Okt '10
at BTH Innovation in Ronneby
- Developed an iPhone version of Hanashi (Chat application), for Sony Ericsson
  Mobile Communications. This was a continuation of our graduation project.
  I was the first (among 10 other team members) to be selected to continue the project.
  Since then the app has been removed but while in App Store Nordic it
  only received 5-star reviews.
  Technologies Instant Messaging, Objective-C, iOS SDK, APNS, Java, Scrum

EDUCATION

Bachelor's Degree in International Software Engineering   Sep '07 - Jun '10
from Blekinge Institute of Technology in Ronneby

Exchange Student in Computer Science   Aug '09 - Dec '09
at Georgia Institute of Technology in Atlanta
- **Multicore and GPU programming for Video Games**
  3D engine in MATLAB, Xbox 360 (XNA), Playstation 3 (Cell), Shaders
- **Computer and Network Security**
  Implemented DES, AES, IDEA and Diffie Hellman in C++
- **Introduction to Artificial Intelligence**
  Tournament winner in writing an AI player (in LISP)
  for the board game called Isolation
- **Computer and Society**
  Wrote an essay about robot rights

IT-Programme with focus on network   Aug '04 - Jun '07
at the John Bauer Gymnasium in Hässleholm
- **Student of the Year** – "For excellent study results, a positive ambition and
  comradely behavior"

SKILLS - *From high to low*
Solid skills with Java, Python, Javascript, HTML, CSS, C#, C++, Objective-C, PHP, SQL
Have used C, .NET, APS.NET, LISP, Riak, Sybase, TimesTen, CG, Assembler (MIPS), MATLAB, KSH, TCSH, TTCN3
Frameworks Keras, TensorFlow, AngularJS, Guava, Spring, Hibernate, Django, SDL, iOS SDK, XNA, Boost, Protobuf
Operating Systems Mac OS X, Windows, Ubuntu, Solaris
Tools Eclipse, Maven, bower, grunt, Ant, Webstorm, XCode, Visual Studio, JIRA
Processes TDD, Pair Programming, Code reviews, Kanban, Scrum, XP
VCS Git, Subversion (SVN), Mercurial (HG), ClearCase
Spoken Languages Native in swedish, fluent in english, limited in german