

Kasper Nilsson

San Francisco based frontend / full stack engineer.

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EXPERIENCE

Google, San Francisco, CA — *Software Engineer*

AUGUST 2016 - PRESENT

Worked on the PolyGerrit project, building a better front end for the open source Gerrit Code Review using Web Components and Polymer. Also maintained the Bazel build system and modified the Java backend. Notable projects include designing new user onboarding, building a web-based code editing flow, migrating the codebase to ES6 using eslint, and introducing automated linting to CI. Also hosted two interns.

UpChannel, College Park, MD — *Software Engineer*

DECEMBER 2015 - JULY 2016

Bootstrapped a local startup eventually valued at \$4M in Fall 2016. Designed and built a client-side application that acts as a data dashboard for visualization and analysis. Utilized React, Redux, ChartJS, Gulp, Babel, and other frameworks; written in ES7 Javascript, LESS, and Jade.

Bloomberg LP, New York, NY — *Software Engineer*

JUNE - AUGUST 2015

As an intern, designed and implemented a user interface for economists to view, organize, and publish collections of charts. Created a database, service, and API for accessing and modifying chart data and settings. Employed the Scrum methodology, utilized Javascript, C++, SQL, and Git.

The World Bank Group, Washington, DC — *Software Engineer*

MAY - OCTOBER 2014

Redesigned an existing internal application utilized by economists to create charts for flagship reports and publications. Made improvements to the data system - parallelized downloading, added new data sources, implemented the ETL methodology for data system standardization. Employed the Scrum methodology, developed with VB.NET and SVN.

EDUCATION

University of Maryland — *Mathematics, Computer Science*

SPRING 2016

Notable focuses include Computational Methods, Abstract Algebra, Machine Learning, and Full Stack Engineering.

SKILLS

Experienced with **front-end development**, including with Polymer, Angular, React, React Native, and Redux.

Passion for **UX-driven development**. Worked 1-1 with UX designers to iterate on mocks and develop features with the user in mind.

Adept at **designing for accessibility**.

Capable with **Git and Gerrit**.

Knowledgeable about maintaining and improving **build systems** in Bazel and Gulp.

Skilled with **project management**, including roadmapping, bug tracking, conducting meetings and postmortems, and giving presentations.

Well-versed in **open source** development, best practices, and communication.

Trained in **collaboration and management**, both remotely and in person.

Proficient at authoring and reviewing **design docs**.

Some training in **Tensorflow**.