

# Martin Olsson

30 years as designer and full stack developer, building awesome user experiences where it matters most

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## EXPERIENCE

### Candela, Stockholm — *Lead App & UI Engineer*

MAY 2022 - PRESENT

At Candela I lead the team that designs and develops the driver interface of our electric hydrofoiling boats and ships, as well as supporting cloud infrastructure and applications. My experience as a boater, my UX background and extensive technical knowledge of mobile, web and cloud systems is put to use in making complex vehicles easy to use. As an example, I work on safety critical navigation systems, visualising flight controls, and making telemetry available and useful. Technologies include Flutter, React, Python, Grafana and AWS.

### Nectarine Health, Stockholm — *Lead App Developer*

NOVEMBER 2017 - MAY 2022

Nectarine Health built AI powered IoT devices and applications for elderly care. I led the team responsible for designing and developing mobile and web applications. I worked closely with machine learning, back-end and embedded engineers in building and designing the product. Apps for both iOS and Android were built using Flutter and our web portals using React.

### Inovia, Stockholm — *Web Developer and Designer*

DECEMBER 2016 - AUGUST 2017

At Inovia I built a React application to visualise, analyse and manage Big Data for telecom and energy industries. I worked both on the React code and designing the application.

### Svea Ekonomi, Stockholm — *Web Developer and Designer*

APRIL 2015 - DECEMBER 2016

At Svea Ekonomi I developed solutions for e-commerce and online payments. I designed and built a new order administration application for web merchants, and a modern e-commerce checkout using Angular and Aurelia.

### Unikum, Stockholm — *Head of Development*

NOVEMBER 2004 - OCTOBER 2014

I was the first employee of Unikum, and during 10 years I worked with developing a modern, web based SaaS platform for individualised learning in Swedish schools together with a small but experienced team of engineers and designers. My duties involved crafting the user interface of Unikum using technologies such as Java, JSP/Spring, CSS and HTML5.

## SKILLS

*Web, Desktop and Mobile App Design & Development*

Design Thinking, UX and UI

Team Leadership

Vehicle UI/HMI Design & Development

Observability and Data Visualisation

Many programming languages and frameworks  
(Recently Dart, Python, Typescript)

Software Systems and Cloud Architecture

## LANGUAGES

Native level English and Swedish

Conversational French and Swahili

## **The Story Lab, Stockholm — Storytelling Consultant/Partner**

2004 - 2007

The Story Lab was a creative agency that helped companies communicate, through participation, storytelling and games. I was involved in creating a participatory experience for politicians in the Mälardalen Region, arranging a dream-themed nightclub in Tokyo on behalf of Exportrådet, educating Skanska procurement professionals using LEGO and roleplaying games, and I also had a key role in landing a 1 million SEK grant from Vinnova to explore tools for Participant Relationship Management.

## **Cypoint, Stockholm — Technical Project Manager**

2003 - 2004

Cypoint acquired Technohuman in 2003. I joined as project manager and applied my experience in information architecture, usability, accessibility and visual design. I worked closely with OMX and Brindfors in a rebranding project to find a way to structure information and user interfaces for the Nordic stock exchanges.

## **Technohuman, Stockholm — Founder & Web Developer**

2001 - 2003

I started Technohuman with a group from Stockholmnet. We had high profile clients such as KPMG, Nasdaq/OMX Technologies and Vasakronan. I focused on project management, design and web development using ASP Classic & PHP.

## **Stockholmnet, Stockholm — Web Developer**

1999 - 2001

Stockholmnet was an early web consultancy. I worked on web presence with clients such as Bredbandsbolaget, Vasakronan and Swedish Match.

## **Nordin & Olsson Konsult, Stockholm — Owner & Web Developer**

1998 - 2000

My own web freelancing agency with many customers, including Eniro/Gula Sidorna, Uppsala University, Netpool and Lexivision.

## **Levande Böcker, Stockholm — Head of Localisations**

1995 - 1999

Levande Böcker published CD-ROM games, such as Sim Town, Krakels Spektakels ABC and the Mulle Meck series. I was responsible for adapting over 30 games for the Scandinavian market and managed a team of 30 people in the Nordic countries.

## **BONUS**

### **Experienced Technical Speaker**

Example: "Flutter & Friends" conference main speaker about hybrid mobile frameworks for Marine UIs.

### **Artificial Intelligence Pioneer**

experienced in using modern tools responsibly to increase team productivity.

### **Audio / Music Production**

I have worked professionally with audio design and produce music as a hobby.

### **Digital Native**

I can do video editing, 3D modelling, Figma, CAD, graphic design, layout in addition to software development.

## **EDUCATION**

No degree, 3 years University, courses:

**Uppsala University, Sweden — *International Media & Communication***

1993 - 1994

**Uppsala University, Sweden — *Computer Science***

1993 - 1995

**Uppsala University, Sweden — *Philosophy, Postmodernism, Economics***

1993 - 1995

**International School of Tanganyika, Tanzania — *International Baccalaureate***

1988 - 1992