Martin Olsson

30 years as leader, designer and full stack developer, building awesome digital 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.

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