Mikael Eliasson

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Personal

A developer passionate about building the right thing, and building it right, with a firm belief in agile principles and that the only way to go fast is to go well. Born 1981; married; three children.

Employment

2021–present Tech Lead, Bonnier News, Sundsvall. Development of Swedens largest news publishing platform for local news, reaching around 500 000 paying customers with its 40+ news brands. **Process**: In pursuit of a true learning organization. **Tech**: Node.js, GraphQL, RabbitMQ, Terraform, etc. **Roles**: Responsible for leading, designing and implementing Bonnier News Local's technical strategy, together with the development teams; programmer.

2020 Developer, Bonnier News, Sundsvall. Merge of two news publishing platforms, development teams, and cultures, into one. **Process**: A complex project that finally finished, owing at least some to its agile underpinnings and a dose of "Never waste a good crisis" mentality. **Tech**: Node.js, Golang, AWS, etc. **Roles**: Member of the project management team; programmer.

2014–2019 Developer, MittMedia, Sundsvall. Development of a rapidly growing news publishing platform, working its way up to reaching around 250 000 paying with its 30+ news brands. **Process**: Scrum and Kanban derivatives, striving for data-driven development in a DevOps-culture. **Tech**: Ruby, RabbitMQ, Cloudflare, New Relic, Redshift. **Roles**: Programmer; Team Lead; member of recruitment team.

2011–2013 Developer, Sogeti, Sundsvall. Various web development projects—like an educational quiz app, and a municipality's intranet and public facing web site—with a wide range of customers from for example the public sector, the forest industry, and the school system. **Process**: Scrum. Close customer collaboration. **Tech**: C#, .NET, EPiServer. **Roles**: Programmer; consultant.

2010 Developer, Steria, Sundsvall: Development of a banking application, handling for example loans and repayments. **Process**: Scrum. Close customer collaboration. **Tech**: C#, .NET, SQL, automated testing, SOLID principles. **Roles**: Programmer; consultant.

2007–2009 Developer, Ericsson, Stockholm: Development of a central server (CSCF) in a system (IMS) consisting of network functions like voice and video calling. **Process**: Large scale scrum, with cross-functional teams working on different features in a monolithic codebase. **Tech**: C++, automated testing (unit, integration, end-to-end), object-orientation (adhering to e.g. Gang of Four design patterns), SIP (blend of HTTP and SMTP), performance focus. **Roles**: Programmer; tester; member of CSCF archictecture group.

Education

2003–2007 M.Sc., Computer Science, KTH, Stockholm. Specialized in theoretical computer science. Master's thesis on automated testing.

2002 Mathematics, Mid Sweden University, Sundsvall. Curriculum consisting of courses like algebra, calculus and discrete mathematics.

Trivia

- Conducted—when consulting—a technical review of an ambitious software development project that the management level at the company in question felt going sideways.

- Certified Tester, Foundation Level (www.istqb.org). Mandatory for functional testers at Ericsson.

- Flew—during a summer job—to Switzerland with a stationary computer, to work on requirements for a software program used by the employer, together with the Swiss company developing the software.

References

Available on request.