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, and has three children.

Employment

- **2021**—**present** Tech Lead, Bonnier News, Sundsvall. teknisk rådgivare till utvecklingshef/utvecklingshedningen samt leda, utforma och genomföra Locals tekniska strategi tillsammans med teamen
- 2020 Software Developer, Bonnier News, Sundsvall. Merging of two news publishing platforms, and their development teams and cultures, into one. Process: "Never waste a good crisis". Tech: ... Roles: ...
- 2014–2019 Software Developer, MittMedia, Sundsvall. Development of a constantly growing news publishing platform, used by around 30 news brands, with its web sites and apps reaching around 250 000 paying customers.
 Process: Scrum, Kanban, DevOps, Continuous Deployment, hypothesis-and data-driven development. Tech: Javascript, Ruby, RabbitMQ, Heroku, CircleCI, Jenkins, Cloudflare, New Relic, Redshift, Docker, Vagrant, AWS.
 Roles: Programmer, team lead, scrum master, recruitment team member.
- 2011–2013 Software 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 in for example the public sector, the forest industry, and the school system. **Process**:

- Scrum. Close customer collaboration. **Tech**: C#, .NET Web API, SPA, EPiServer. **Roles**: Programmer, consultant.
- 2010 Software Developer, Steria, Sundsvall: Development of a banking application, handling for example loans and repayments. Process: Scrum. Close customer collaboration. Tech: C# and tons of SQL, automated testing, SOLID principles. Roles: Programmer, consultant.
- 2007–2009 Software 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 multiple cross-functional teams working on different features in one and the same codebase. Tech: C++, automated testing (unit, integration and end-to-end levels), object-orientation (adhering to for example many of the Gang of Four design patterns), SIP (blend of HTTP and SMTP), performance focus. Roles: Programmer, tester, CSCF architecture group member.

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

- Responsible for conducting the technical side of a software development project that management at the company in question believed was going south.
- Certified Tester, Foundation Level (www.istqb.org). Mandatory for functional testers at Ericsson.
- Flew to Switzerland with a stationary computer, as part of a summer job, to work on requirements for a software program used by the employer, together with the company developing the software.

References

References are available on request.