

Michael Lunøe

Software Engineer

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ABOUT

Software engineer specialising in frontend architecture and development, CI/CD, testing, and automation.

At Paperspace, I work in different parts of the stack to pave the way for structured applications and tools that help the engineering team be deliberate and effective.

Outside of work you will find me doing hand drawings or spending time with my friends geeking out over coffee, food, and music.

TECHNICAL COMPETENCIES AND LANGUAGES

Application design and development

With my technical education and experience with companies of different sizes I have learnt to untangle code in large applications and implement solid, modularised architectures that can be easily extended to meet customer expectations and validate assumptions.

Skills

Proficient - JavaScript, HTML, CSS, Node, React, Ember, AngularJS, jQuery, NPM, Git, Webpack, Broccoli, Gulp, Jasmine, Mocha, Sinon, Cypress.io, Objective-C, Java (Android)

Intermediate - Ruby, Python, PHP, Bash, SML, Backbone, Grunt, Karma, Illustrator

Basic - Sketch, Photoshop

Languages

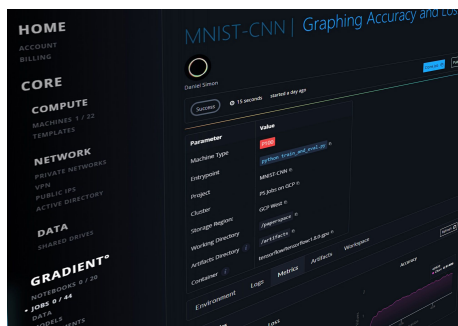
Danish - native

English - written and spoken fluently

German - understood and partially spoken

Nordic languages - able to communicate

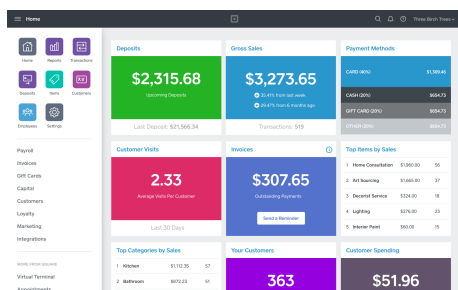
EXAMPLES OF WORK



Paperspace: Gradient

Owning the client-side React/Redux application and large parts of the node.js (Loopback) and Postgres DB backend. Building features for the Machine Learning platform, standardising, automating and containerising the build process, building, adding and documenting tools for developers.

<https://gradient.paperspace.com>



Square: Dashboard

Migrated the frontend and tests of a monorepo from Ruby on Rails to be built by Ember CLI. Set up a new build for CI/CD. Paved the way for breaking the monorepo into sub-applications (Ember Engines). Adding linter rules and using [codemods](#) to facilitate large migrations to avoid bad patterns. Documenting and communicating changes broadly educating about the new tools.

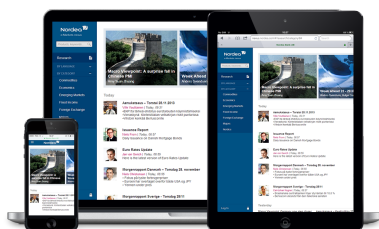
<https://squareup.com/dashboard>



Mesosphere: DC/OS

Developed client-side in React/Flux and styles based on <http://mesosphere.github.io/canvas> against an RPC style API. Set up frontend build, test build, linting and CI/CD in Travis and Jenkins. Getting community contributions as well as having developer teams in San Francisco and Hamburg required us to set up a strong automated process for testing, validating and landing code.

<https://dcos.io>



Creuna: Nordea Nexus

Developed the frontend in AngularJS and tests in Karma and PhantomJS for the new responsive research platform for Nordea eMarkets. In effect, this was a CMS for analysts to post their research and traders to consume published articles. Strict requirements to security required bulletproof submission of content. This project is still growing.

<https://nexus.nordea.com>

PROFESSIONAL EXPERIENCE

present - Oct 2018	Paperspace - Principal Software Engineer (remote) https://paperspace.com . Client-side lead architect and code owner and contributor of large parts of the API and infrastructure. Formalizing and automating the process of landing code, ensuring rigorous testing and drive team members to uphold a high engineering standard in delivering great software, effectively.
Aug 2018 - May 2017	Square Inc. - Software Engineer https://squareup.com . Creating developer environments and reusable UI components used by 100+ product engineers setting the bar for code quality and best practices. Architect efficient and reusable frontend systems that drive complex web applications. Unlocking new possibilities and better patterns within large legacy codebases.
May 2017 - Apr 2014	Mesosphere Inc. - Frontend Engineer http://mesosphere.com . Built a team in San Francisco and in Hamburg from the ground up with an infrastructure to develop frontend solutions for multi-container and multi-server software for companies with large data requirements.
Apr 2014 - Mar 2011	Creuna A/S - Frontend Engineer http://www.creuna.dk . Professionally developing web applications to strengthen the character of clients and their brands digitally. Discussing creative solutions, user experience and implementation of these to solve clients digital problems.

EDUCATION

Aug 2012 - Sep 2010	Master of Science in Engineering - Digital Media Engineer The Technical University of Denmark. Study line, "Web 2.0 Services and Mobile Applications". Thesis, "Optimising the Editorial Mix for a Digital Newspaper using Constraint Programming". I learnt to apply my skills in software development to create user-friendly and personalised applications for the web and mobile platforms.
Aug 2010 - Sep 2007	Bachelor of Science in Engineering - Software Technology The Technical University of Denmark. Thesis, "A Logical Approach to Comparison of Music". The study earned me an all-round education in software development using mathematical and computer science principles. It provided me with a good understanding of human-computer interaction and the tools used to develop fast and intelligent software.