

# Morten Olsen

Hi, I'm Morten And I make software



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## Who am I?

Hell bend on a conquest to take over the digital world (and the physical, should the chance arise). Am I over ambitious? Perhaps, but with a proven track record

in most aspects of things which can process 1s and 0s and a mind which runs at a speed which can battle a well-trained race- horse, I believe I am equipt to undertake this voyage!

## Platforms and languages

Platforms and languages which I have worked with. The list is a shortened down version

<b>Typescript</b> ..... 5	<b>Docker</b> ..... 4	<b>Amazon Web Services</b> ..... 3
<b>React</b> ..... 5	<b>Terraform</b> ..... 4	<b>Fastify</b> ..... 3
<b>NodeJS</b> ..... 5	<b>Github Actions</b> ..... 4	<b>C#</b> ..... 3
<b>React Native</b> ..... 4	<b>NextJS</b> ..... 3	

## Experience

### ZeroNorth

2022 - Present

*Senior Software Engineer* .....

I am currently employed at Zero North, a Danish software as a service company that specializes in providing solutions to help the shipping industry decarbonize through optimization. My primary focus has been on the development and maintenance of the on-vessel reporting platform. This platform is a NextJS

based PWA with offline-first capabilities, which allows for easy and efficient reporting on board ships.

In addition to working on the on-vessel reporting platform, I have also contributed to the development of the general infrastructure around report processing. My experience includes utilizing Terraform and NodeJS to build efficient and scalable report processing pipelines.

### Sampension

2018 - 2021

*Senior Frontend Developer* .....

Sampension is a danish pension fund and my work has been to design and help to build a frontend architecture that would run natively on iOS and Android as well as on the web on both desktop and mobile devices.

It was important to ensure that the project felt at home on all platforms and that it was maintainable by a small team of developers.

To achieve this we used React Native and React Native for Web to create a unified codebase for all platforms, as well as create a component library which would deal with ensuring the best UX on all platforms.

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## Trendsales

2016 - 2018

*Frontend Technical Lead* .....

In 2015 Trendsales decided to build an entirely new platform. It became my responsibility to create a modernized frontend architecture. The work began in 2016 with just me on the project and consisted of a proof of concept version containing everything from framework selection, structure, style guides build chain, continuous deployment, and an actual initial working version. The result where the platform which I was given technical ownership over and which I, along with two others, worked on expanding over the next year. The platform is currently powering **m.trendsales.dk**. The project is build using React and state management are done

using Redux. In addition to the of the shelf frameworks, we also needed to develop quite a few bespoke frameworks, in order to meet demands. Among others, these were created to solve the following issues:

- Introducing a new navigational paradigm
- Create a more flexible routing mechanism
- Be able to serve skeleton page, for page transitions while still being able to create complete server-side pages
- Ensure project flows between multiple systems such as Github, Jira, Octopus Deploy, AppVeyor and Docker

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## Trendsales

2012 - 2012

*Web Developer* .....

I got a part-time job at Trendsales, where my primary responsibility was maintaining the API which

powered the iOS app. Quickly my tasks became more diverse, and I ended using about 25-50 percent of my time on the API, while the remaining was spend doing work on the platform in general.

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## Trendsales

2012 - 2015

*iOS and Android Developer* .....

I became responsible for the iOS platform, which was a task that required a new app to be built from the ground up using **Xamarin**. In addition to that, a new API to support the app along with support for our larger vendors was needed which had to be build using something closely similar to **Microsoft MVC** so that other people could join the project at a later stage.

he project started in October with the initial ver-

sion available to our users in late December.

This project represented my first adventure into mobile development and became an app with more than 15 million screen views and 1.5 million sessions per month.

After that, I joined two other colleagues, who were working on an Android version of the app, to form a join mobile development team.

Throughout the period I also worked on the back-end for the web page from time to time.

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## BilZonen

2010 - 2012

*Web Developer* .....

I work as a part-time web developer on bilzonen.dk. I have worked with both day-to-day maintenance and large scale projects (new search module, integration of new data catalog, mobile site, new-car-catalog and the entire dealer solution). The page is an Umbraco

solution, with all .NET (C#) code. I have introduced a new custom build provider-model system, which allows data-providers to move data between data stores, external services, and the site. (search, caching and external car date is running through the provider system). Also, i have set up the development environment, from setting up virtual server hosts to building custom tool for building and unit testing.