Sten Henriksson

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EDUCATION

Komvux

Programming webdevelopment and webservers;

Sundsvall, Sweden Aug. 2014 - juli. 2015

EXPERIENCE

Onlineklipp

Sundsvall

Full stack Developer

sep 2018 - sep 2019

- o Data engineer: Processed and Scraped large amounts of data using python
- Full Stack: Built from the ground up with small team of developers. Worked on backend, frontend and cloud. Built on React Express Node and MySQL

Skinfo Stockholm

Software Developer

Aug 2020 - Oct 2021

- o Front end: Web design and web development used standard frontend technologies such as Javascript HTML CSS and React Native
- o Data handling and databases: Improved and optimize REST API for retail and widget integration. Worked with Elastic, Mongodb, Javascript, MySQL and Express

Projects

- bookbock: Web hosted Book library built on IPFS used in large private gaming community.
- Kevzter app: Native android application for large streamer to manage community and giveaways.
- secretsloth: Peer to peer and decentralized web3 casino
- secrettraders: anonymous platform for trading virtual items
- Various Social media automation: Tools for handling and managing community and controlling large amount of accounts
- 3d party game servers: Hosting, modding and upkeep on large 3d party servers for games
- Telegram, Slack and Discord chat bots: Chat bots for managing and providing various services to online communities
- Poopshow Studios: Created multiple mobile games for ios and android

Programming Skills

• Languages: Rust, Java, Javascript, Kotlin, SQL, C++, Typescript, SASS, SCSS, SQL, HTML Technologies: Express, React, Nextjs, Nodeis, Redis, Docker, Kubernetes, AWS, Android Studio, Elastic, Playwright, Nginx