John-Philip Johansson

Full Stack Developer, User Experience Architect

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Synopsis

Professional developer with over 8 years experience working at start-ups and Fortune 500 companies. Excellent technical knowledge of Web, Desktop, and Mobile, with strong analytical and problem solving skills with a computer science degree.

Work Experience

Consultant, Lead Experience Developer Nordics   **August 2011 – Present**
Avanade, an Accenture and Microsoft joint venture.

Working as a technical expert in the UX-team I have to quickly learn and adapt to new business domains and technical platforms. I have mentored and led front-end development on several multi-national websites, but the best parts are when I get to do the coding myself.

- Outdoor project coordination (IoT) app for Win8, in C# and XAML
- E-commerce website, HTML/CSS/JavaScript and AngularJS mentoring in EpiServer
- Global website with multiple brands, HTML/CSS/JavaScript in SiteCore
- Mobile banking app, prototype in Flash and Axure
- Mobile app UI design in Silverlight, with Visual Studio and Expression Blend
- Car configuration app for Win8, in C# and XAML
- E-commerce website, doing wireframing, UX work and HTML/CSS/JavaScript in Hybris
- Banking sales process website, using AngularJS and Bootstrap
- And various other projects and prototypes

■ Consultant, Programmer & Project Manager   April 2009 – May 2010
DQC, a Swedish consultancy company.

I worked with both programming and project management, sometimes at the same time. I led several learning focused projects internally as well as mentored other developers in programming. Projects ranged from eCommerce in PHP with Magento, to ad-campaigns in Flash with ActionScript and governmental intranet in C# with EpiServer.

■ Owner/Consultant   September 2007 – May 2010
Introvesting Solutions, my own company.

My main clients were EA DICE and World Wide Fund for Nature (WWF). I consulted as a web developer, application programmer, project manager, team lead and everything in-between.

■ CTO   April 2009 – May 2010
PlayOnTV, rebranding of StockOnTV: a startup in the Investor Relations sector.

Responsible for the technical areas, especially the design and management of the development for a new publishing platform. Play On TV is the evolvement of Stock On TV where I worked previously.

■ Developer   December 2008 – April 2009
StockOnTV, a startup in the Investor Relations sector.

Integration of StockOnTV's webservices at client websites, such as E*Trade in ASP.NET and Nordnet in Perl. Maintained the website and services.

■ QA Lead   October 2007 – November 2008
EA Digital Illusions CE (DICE), Sweden's largest video game company.

The role required managing a team up to six QA testers and planning ahead to pass the target age ratings and the technical requirements from Microsoft and Sony.

■ Consultant, part-time   August 2006 – October 2007
Yra AB, a presentation video streaming company.

A media rental kiosk made in C#, Flash and C++ with Microsoft Media Transfer Protocol was the first project. The second project was a voting system for government officials using a PDA, made in C# and .NET Compact Framework with Microsoft Windows CE.

Extra curricular

Project Manager   **May 2006 – June 2007**
Swedish Game Awards, game development competition for students.

Swedish Game Awards is Sweden's largest game development competition. The role required the management and continuation of an ideal project, as well as growing the competition. There was a team of fifteen people all working ideally that all had to be motivated and led in their respective areas. The competition, and the role, includes events for companies such as Microsoft and DICE, online game development participation for over 1000 participants, and a grand finale event with gala dinner at Kulturhuset Stockholm. Partners, visitors, participants and organizers have all thought that year to be the best one yet.

Technical Competition Leader   **August 2004 – May 2006**
Swedish Game Awards, game development competition for students.

Understand the participants, specify rules, and overall make the competition more attractive to the participants. Being a former participant myself in the previous years was of course a big help.

Hobby projects   **always**

- Windows shell extension with over 250 000 downloads
- Winner of the Spotify-prize at a Music Hack Day
  (Spotify's competitor Deezer then paid our trip to Cannes Music Hack Day)
- Frequent speaker at tech events, including Sthlm.js, UX Open, and different companies
- Multiple open source projects, at Github and SourceForge
- Links to my projects and online profiles can be found on http://johansson.jp

At work   **anytime**

- 48h hackathon, XDev Innovation Camp
- Weekend-long student-focused workshop, UX Student Competition
- Innovation and learning focused hackathon once a month, Mad Monday
- Project Dashboard, a Kanban view using the Pivotal Tracker API
- Lunch with a software topic every 2 weeks.
- Book club, with lunch about the book every 2 weeks.
- Seminars in 30-60min with food and beer.

Education

- **MSc Computer Engineering, Human-Computer Interaction**   **2004 – …**
  Royal Institute of Technology (KTH), Sweden

- **MSc Computer Engineering, abroad study**   **2005**
  University of São Paulo, Brazil

- **BSc Computer Engineering, Real-Time Systems**   **2000 - 2003**
  Royal Institute of Technology (KTH), Sweden

Certifications

- **Certified Scrum Master**   **October 2008**

- **Microsoft: SharePoint 2010, Application Development**   **August 2011**

- **Microsoft: Programming in HTML5 with JavaScript and CSS3**   **August 2013**

Languages

- **Swedish – Native**

- **English - Fluent**

- **Portuguese – Fluent**

Additional information

- **Swedish driver's license class B**

- **Loves dancing, including Capoeira and salsa**

- **Video games and comics buff**

- **Avid book reader, especially sci-fi, classics, and programming**