

Daniel Kallin

Developer

About Daniel

Daniel is a software engineer with solid theoretical base in mathematics and numerical analysis. He is interested in visualization, simulation and user experience/interface design. Specialties include software architecture, UX, Lean development, Numerical analysis. Daniel is a pragmatic "doer" with a creative flare and passion for his work. He wishes to contribute to a maintainable and solid software architecture; have a great influence on the design of the user interface; be shaping the software design and be able to work with the latest tools and technologies.

Top projects

Avanza Bank May 2017 - Ongoing Consultant, Front-end developer

Took a leading role in developing Avanza's new mortgage application in an agile team. Strong focus on responsive design and close team work with UX designers and graphics designers.

Angular2 Responsive Scss Java

iOS Game "Nebula Sky" 2017 - 2018 Hobby project

Developed and released the iOS game *Nebula Sky* on the App Store.

Swift OS Cocoa App Store RiotJS

ComHem AB Nov 2016 - Apr 2017 *Consultant, Front-end developer*

ReactJS developer in a large agile front-end team.

React Redux Sass Node.js

Cool Company AB Apr 2016 - Nov 2016 Consultant, Full stack developer

Architect and development lead on Cool Company's iOS app. Developed in Swift and UIKit with a REST backend in .Net cloud-hosted on Azure.

Swift Cocoa C# Microsoft Azure

TV4 Feb 2015 - Apr 2016 Consultant, Front-end developer

Developing web frontend for Video-on-Demand as part of a larger team. Daniel was the technology leader of the team in the development of an high performance isomorphic web app designed to handle the load of a nation wide Video on Demand service.



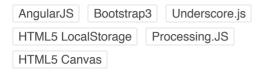
H&M Sep 2014 - Feb 2015 Consultant, Front-end developer

Developed a new internal tool with AngularJS and C#. Using SignalR for real time communication, event sourcing as persistence strategy and static code analysis with Inchworm. Key challenges where achieving high performance in Angular with large data sets and complex user interfaces.



21st century Frontiers Jan 2014 - Aug 2014 *Consultant, Web Application Developer*

Developed a prototype application for identifying clusters of companies that can offer solutions for a more sustainable world. In a tight feedback loop with the graphic designer and the transformative solution expert we quickly created a prototype front-end that behaves and looks like a fully working application in only 1.5 months.



TradeDoubler Sep 2013 - Feb 2014 Consultant, Web Application Developer

Developed a responsive single-page web application together with a large team. Worked extensively to ensure a great user experience and to maintain flawless support for both desktop and phone browsers.



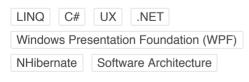
Paradox Interactive Jun 2011 - May 2013 Technical Producer

Lead the development of shared web services. Focus on maintainable, web-scale systems.



Tobii Technology AB Aug 2008 - Nov 2011 *Software engineer*

Software architecture and user interface implementation. Enforced strong code quality and consistency. Worked closely with the UX team.



Avalanche Studios Feb 2008 - Aug 2008 *Master Thesis student*

Simulated large water flows over terrain in real time in C++.



Skills

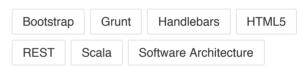




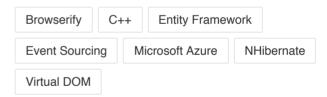
Node.js



3 High Competence



2 Intermediate



Courses & Certifications

Functional Programming	2015
Principles in Scala (École	
Polytechnique Fédérale de	
Lausanne) Web course	
.NET Best Practices and	2009
Design Patterns (Learning	
Tree)	

Education

Engineering Physics 2006 iOS Game: Nebula Sky 2016 - 2018 Royal Institute of Open Source Diagram 2014 - Ongoing Technology tool: www.nomnoml.com Master of Science in 2002 Publication: Real Time Engineering and of 2008 Large Scale Fluids for Education Games Royal Institute of Technology

Commitments

Föreningsliv: Scoutledare

2000 - 2008

Languages

Swedish Native

English Full proficiency