



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

Tobii Technology AB Apr 2018 - Jul 2018

Software engineer

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

LINQ C# UX .NET

Windows Presentation Foundation (WPF)

Software Architecture

Avanza Bank May 2017 - Mar 2018

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

Personal project

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

Swift iOS 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.

HTML5 Backbone.js Grunt Node.js Mocha
JSHint RendrJS Browserify Handlebars
Lodash Virtual DOM

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.

JavaScript C# AngularJS .NET
Single-page application Event Sourcing

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.

AngularJS Bootstrap3 Underscore.js
HTML5 LocalStorage Processing.JS
HTML5 Canvas

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.

JavaScript HTML5 REST AngularJS
Underscore.js

Paradox Interactive Jun 2011 - May 2013

Technical Producer

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

Scala Amazon Web Services Amazon S3
Software Architecture NoSQL
Amazon DynamoDB

Avalanche Studios Feb 2008 - Aug 2008

Master Thesis student

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

C++ OpenGL

Skills

5

Expert

JavaScript C# LINQ JSHint Lodash
Single-page application Underscore.js
Node.js

4

Advanced

Swift AngularJS HTML5 Canvas
Processing.JS UML UX
Windows Presentation Foundation (WPF)
Architecture

3

High Competence

Bootstrap Grunt Handlebars HTML5
REST Scala Software Architecture

2

Intermediate

Browserify C++ Entity Framework
Event Sourcing Microsoft Azure NHibernate
Virtual DOM

Courses & Certifications

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

Education

Engineering Physics Royal Institute of Technology	2006
Master of Science in Engineering and of Education Royal Institute of Technology	2002

Languages

Swedish	Native
English	Full proficiency

Commitments

iOS Game: Nebula Sky	2016 - 2018
Open Source Diagram tool: www.nomnoml.com	2014 - Ongoing
Publication: Real Time Large Scale Fluids for Games	2008
Föreningsliv: Scoutledare	2000 - 2008