

**DISCIPLINE:** Developer

**NAME:** Snorre Søvold

**NATIONALITY:** Norwegian

**RESIDENCE:** Stavanger

**AVAILABILITY:** 4th of September 2023

**LANGUAGES:** Norwegian, English

**QUALIFICATIONS:** Information Technology, Haugaland VGS, 2021 - 2023  
IT Developer Apprentice, Zebra Consulting AS, 2023 - 2025

**CERTIFICATIONS:**

2022 AZ-900 Azure fundamentals

**TECHNICAL KEY COMPETENCE:**

- JavaScript
- TypeScript
- Python
- SQL
- C#
- .NET Core
- Python
- Django
- Golang
- Svelte
- Sveltekit
- React
- NextJS
- Docker
- Git
- HTML
- CSS
- Scss
- TailwindCss
- PowerShell
- Git Bash / Linux
- Azure
- Firebase
- Amazon Web Services

**PROFESSIONAL SUMMARY:**

Snorre Søvold is a technical skilled IT-Developer Apprentice with a wealth of knowledge and expertise in programming and various other technologies associated with IT-Development. With previous work experience at Bouvet, he successfully monitored real-time systems using Golang, showcasing his proficiency in the language. Additionally, he has worked on several React websites, highlighting his versatility in web frameworks, and has demonstrated his capabilities in various other frameworks as well. Snorre is an outgoing developer with good communication skills. He is comfortable in direct dialogue with clients and is skilled in understanding the clients needs. Søvold has a great work capacity and is familiar with handling several tasks at the same time. With his well equipped tool kit, Snorre is capable to contribute and create value for most of Zebra Consultings clients and in internal projects.

## EMPLOYMENT HISTORY

### Zebra Consulting AS, Stavanger, Norway

September 2023 - ongoing

#### Developer Apprentice

- Frontend developer
- Backend developer
- Project delivery with low-code / no-code
- Technical support in pre-sales processes
- Technical support for Business Analysts

**Technology used in this role:** React, Typescript, C#, Azure, Azure functions, Microsoft Dataverse, Git, Github, AppFarm, PowerPlatform

### Bouvet, Haugesund, Norway

April 2022 – June 2023

#### Junior Developer

- Project delivery - on-prem at clients facility and internal projects at Bouvet
- Frontend developing in both internal and client projects
- Backend developing in both internal and client projects
- Hydro tracking system - Tracking system of individuals and vehicles for Hydro Norge to avoid accidents
- Platform for autonomi - Frontend made in React and TypeScript for a better User experience for robotic and automatic processes
- Bingo-app - Teambuilding project for Bouvet - frontend made in React and Typescript, backend made in C#

**Technology used in this role:** Golang, React, Typescript, Vue, C#, Azure, Quuppa, Grpc, RabbitMQ, ROS, Docker, Git, Github

## PROJECTS

### TKS Heis, Stavanger

January 2024 - March 2024

**Project description:** TKS Heis needed an intermediate storage platform between their phone app and cloud services. My job was to make Azure functions that converts JSON that we get from the app to HTML and then again that HTML to a PDF. For this I used Typescript Azure functions on HttpTriggers that get triggered from the app and then send a response back to the phone app.

**Technology used in project:** Typescript, Azure, Azure functions, Microsoft PowerPlatform, Azure Devops, Git, Github

### Zebra consulting, Stavanger

December 2023 - February 2024

#### Backend-developer

**Project description:** Zebra's internal weather project is supposed to show the differences between Low-code and traditional coding by gathering data from a weather API and showing as well as predicting electricity prices. My job was to create Azure functions for this API together with a Senior .net developer her at Zebra. The Azure functions Gather data from various open sources of weather data and electricity prices from for example, <https://www.yr.no/> and <https://www.hvakosterstrommen.no/>. and integrating the data for our own API.

**Technology used in project:** C#/.net, Azure, Azure functions, Azure Devops, Git, Github

### Steinerskolen, Stavanger

December 2023 - February 2024

**Project description:** Steinerskolen needed a new app for user administration due to the IT staff at steinerskolen being overloaded with menial tasks of administering users, so we made them a PowerApp that makes tasks such as making, deleting and editing users and groups much easier for the IT staff as well as making it easier for other staff such as teachers to create accounts for their students without relying on the IT staff.

**Technology used in project:** Azure Devops, Microsoft PowerPlatform

## Bouvet, Haugesund

November 2022 - April 2023

### Frontend-developer

**Project description:** Me and another developer at Bouvet were tasked with creating a productivity/teambuilding tool internally at Bouvet. We ended up developing a task Bingo where there was a bingo card and on each slot there was a task a team had to complete, and the team who got a full bingo first won. The backend was written in C#/.net but my role was mainly frontend related. I wrote the frontend in React and Typescript which made it really easy to work with. Later the tool was used at the Haugesund office for teambuilding purposes.

**Technology used in project:** React, Typescript, Azure, Scss, Git, Github

## Hydro, Haugesund

June 2022 - August 2022

### Backend-developer

**Project description:** Me and two other summer interns were tasked with creating a system to track individuals and vehicles in real time. This can be used to avoid accidents as well as predict the paths of individuals and vehicles with streamlines and makes production more efficient. We used Quoppa Locators and trackers to locate entities and we made sure vehicles had two trackers so we could get their rotation and size to make sure they weren't humans. Then the locators sent Grpc packages to a server that ran a go script that parsed and monitored the packages. We also made a website that listened to the server so we could show where people and vehicles were. Eventually we were able to process 30,000 packages a second, allowing us to track potentially several thousand individuals and vehicles.

**Role description:** My role was to develop the monitoring software and make sure there were no bugs in prod. For this I used Golang to intercept the packages and then send them along to the frontend. I was able to track the speed of each package, the speed of the 90th and 95th percentile of packages and the amount of packages per second.

**Technology used in project:** Golang, Qouppa, RabbitMQ, Vue, Docker, Git, Github

## SCHOOL PROJECTS

### Cobra

February 2023

Link: <https://github.com/snorresovold/Cobra>

**Project description:** Cobra is a personally developed programming language created using Typescript and Deno, with the aim of gaining a deeper understanding of how programming languages work at their core. As part of the development process, I learned how to parse and tokenize, as well as various other processes that are essential to programming languages.

Although I had limited time to work on the project, I was able to create a working version of Cobra that is capable of handling mathematical functions. Even though its functionality is currently limited to mathematical operations, the project provided a valuable lesson in deeper learning and how to follow a project through from start to finish.

**Technology used in project:** Typescript, Deno, Git, Github

## HOME PROJECTS

### Game of life in Golang

January 2023

Link: <https://github.com/snorresovold/GOL>

**Project description:** The game of life is a simulation where cells on a grid where any cell can be either dead or alive, the game has 4 rules

1. Any live cell with fewer than two live neighbours dies, as if by underpopulation.
2. Any live cell with two or three live neighbours lives on to the next generation.
3. Any live cell with more than three live neighbours dies, as if by overpopulation.
4. Any dead cell with exactly three live neighbours becomes a live cell, as if by reproduction

These simple rules causes complicated patterns to emerge, so I thought it was a perfect fit for a Go-OpenGL project.

**Technology used in project:** Golang, OpenGL, [Git](#), [Github](#)