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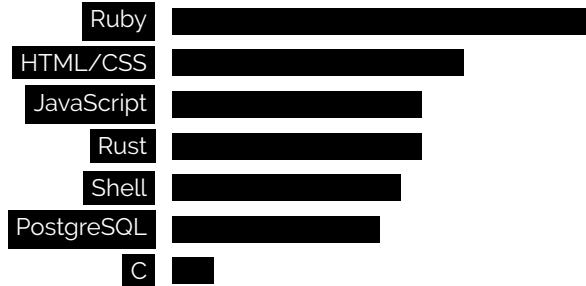
Software Craftsman

WHO AM I?

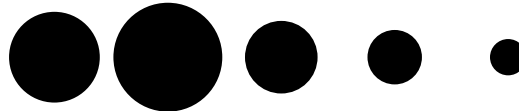
I am a developer with deep interest in building useful solutions to people's problems. I have a passion for performant code that is maintainable, readable, and fast. There is no perfect tool for every problem, so I try to learn as many tools as possible and master them where appropriate.

You will find me most skilled in backend services and API design, but I'm also comfortable working in web frontend stacks. If I'm not able to dogfood my own APIs, how can I tell that they deliver value?

My strongest languages



API design Backend Frontend Infra Networking



MY DEVELOPMENT PHILOSOPHY

I follow the ethos of the software craftsman, where the tools used are adjusted according to the situation at hand. Delivering value is most important, then it is making sure that the legacy I leave behind stays valuable for a long time. Solutions and code needs to be maintainable and understandable by as many people as possible. I try to avoid overly clever solutions, and I try to pick conservative tech stacks where appropriate.

Everything I do is test-driven and I strive for quick feedback cycles, both from colleagues and from users.

In order to deliver software efficiently, one must also work well among other people. Coding is not a solitary activity, and being able to work together with other people of many different backgrounds and skill levels is important. I enjoy working in this condition and I love sharing knowledge and understanding other people's perspective on things.

Mantras

- No code is better than a lot of code.
- Dependencies are expensive, but custom code can be more expensive.
- Explicit is better than implicit.
- Code should be working, maintainable, consistent, fast — in that order.
- Testing is not optional (but is so much more than just writing test suites).
- Tools should help us. Linters and auto-formatters reduce mental burden.
- Real craftsmen sign their work proudly.
- "Legacy" should not be an ugly word; It's what we all leave behind us.
- Most people are well-meaning and knows things I don't know. Don't assume either malice or stupidity.

EXPERIENCE

- Jun 2020 – Present **Software developer consultant** **Devbox**
Devbox is a consulting firm. My individual assignments are listed below.
- Jun 2020 – Present **Software developer** **Apoex**
via Devbox
Apex deals with medicine and custom medication manufacturing. While working here I was part of the team that worked on software that administrated and oversees the manufacturing and shipping of personalized medication.
Ruby / Postgres / MSSQL
- Mar 2014 – Jun 2020 **Software developer** **Hemnet**
Hemnet is Sweden's largest property portal and one of the largest websites overall, with millions of unique visitors each week. About 1/4 of the Swedish population visits Hemnet occasionally.
I've been working in the Platform team, which deals with internal services, APIs, infrastructure, developer tooling, data storage and retrieval, and developer outreach. My role over the years has involved setting up better test suites, built developer tooling, optimized high-traffic endpoints, secured vulnerable endpoints, among other things. I have been designing the API used by broker systems to send listing data to us, and was part of the team that changed search engine without any downtime or interruption in service.
I've also been working in other teams, shipping user-facing features and worked a lot on developer training.
Ruby / Elasticsearch / Postgres / GraphQL / React / Redis
- Jan 2013 – Mar 2014 **Full-stack developer** **Bisnode**
continued from previous
After a merger with Bisnode, my roles changed. I became more focused on teaching agile practices, test-driven development, Ruby/Javascript, and setting up runnable business language specifications using Cucumber.
I also worked a bit with Bisnode's rewrite of an older vehicle registration product to a more modern stack with better UX and integrating it with their larger Java-based platform. I was called in for my expertise in Ruby and test-driven development after they picked the stack.
Javascript / Cucumber / JRuby
- Aug 2008 – Jan 2013 **Full-stack developer** **Newsline Group**
This company was working on search products that indexed most Swedish newspaper and online news articles produced, which lead to a extremely big database of unstructured text. The company specialized in making this huge amount of information searchable and understandable and then tying it to structured data about company statements and facts.
I was also managing the older product portfolio while this new product was built.
Here I managed most of the stack, from Linux server administration and provisioning to the CSS used to render articles in the web interface after you've found what you were looking for. We built a lot of backend software that managed our indices, reindexing and moving around data to keep the searches as fast as possible.
Newsline Group was later and merged with Bisnode.
Ruby / PHP / Solr / MySQL

EDUCATION

- 2006 – 2008 **Secondary Education** **IT-Gymnasiet Södertörn**
I finished my secondary education of a custom program that combined software development, web design, and natural sciences. I finished with an almost perfect score.

OTHER POSITIONS

- 2019 – Present **Scout leader** **Vendelsö Scoutkår**
I'm currently a Scout leader for my oldest daughter's Scout troop. I've taken some courses in leadership in connection with this.
- 2007 **Silver medalist** **Yrkes-SM Webbdesign**
I was competing at the national level in *Yrkes-SM 2007* in the category of Web Design and won a silver medal. This competition was between teens between 18–19 years old, but I competed anyway despite being 17 at the time.
- 2006 – 2008 **Member of IT-council** **IT-Gymnasiet Södertörn**
I was part of my school's IT-council, which helped to setup the IT environment and built some basic tooling regarding registration and visualisation of school events.

LANGUAGES

Swedish - native

English - proficient

TOOLS AND SKILLS

Languages

- C (entry-level)
- C++ (entry-level)
- Elm (entry-level)
- GO (entry-level)
- Javascript / Typescript (intermediary/expert)
- PHP (long time ago)
- Ruby (expert)
- Rust (intermediary)
- Shell / Bash (intermediary)

HOBBIES

I love playing video games, watching movies, reading, and tinkering with software. I also have a soft spot for playing Airsoft.

If possible, I enjoy trying new languages and stacks in my spare time.

Methodologies

- Agile
- BDD / TDD

Tools

- Docker
- Git
- GraphQL
- UNIX systems
- Vim

OPEN SOURCE

I try to build free software in my spare time and sometimes contribute patches to upstream projects. I have contributions accepted into `rails`, `rspec`, among others. I also have a pretty popular Ruby gem called `roadie`.

Services

- AWS
- Elasticsearch
- Jenkins
- Memcached
- PostgreSQL
- Redis