

# NIKLAS TEGNANDER

DEVELOPER WITH A KEEN INTEREST IN THE LATEST TECHNOLOGY AND THE MODERN WEB

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## Education

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### Chalmers University of Technology

Gothenburg, Sweden

MSc in Computer Science: Computer Systems and Networks

2016 - PRESENT

- Focus on computer/network security & distributed systems.

BSc in Software Engineering

2013 - 2016

- Experience in programming, algorithms & data structures, agile development and project management.

## Experience

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### Software Developer and Systems Architect

Gothenburg, Sweden

Insert Coin AB

February 2018 - PRESENT

- Helped developing a gamification platform to be used on websites and mobile applications.
- Designed and developed the systems architecture together with two other developers using Node.js, Postgres, Redis and RabbitMQ.
- Developed frontend using React, Redux and Socket.io.

### Frontend & Backend Developer

Gothenburg, Sweden

Insert Coin AB

June 2017 - October 2017

- Summer job to develop a CMS to allow a client to modify the content of both their homepage as well as their mobile application.
- Created CMS in Angular 2 with deployment to Firebase.
- Added CMS functionality to Node.js & MySQL backend running on Google Cloud Platform.

### Fullstack developer

Gothenburg, Sweden

YouPic AB

February 2015 - July 2016

- Improved the company workflow by migrating from e-mail communication to Slack, hosting code on Github & using a issue tracker connected with a Kanban board to prioritize work.
- Frontend work developing the main site using React & Redux.
- Backend development using Node.js, MySQL & Redis.
- Helped CTO set up continuous integration and automatic load balancing in Amazon Web Services (AWS) using Docker.

## Honors & Awards

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### Android Application Contest Award

Volvo Trucks

Safe Interaction Connectivity & State project Automotive Grade Android

2014

- Worked in a group of five people to create a safe and smart notification center with integrated social functionality and environmentally friendly driving technology for the ordinary truck driver. The goal of the application was to present information in an intuitive way whilst still conforming to safety guidelines.

## Writing

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### Bachelor Thesis

Gamified teaching platform: Is gamification of a university course able to increase student motivation?

January, 2016 - June, 2016

- Worked closely with 4 other students to create a gamified teaching platform. The platform used elements such as progress overview, achievements & badges to increase intrinsic motivation.
- Responsible for developing the platform using React & Redux.

## Skillset

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- English, full professional proficiency.
- Swedish, native speaker.
- Proficient in TypeScript, JavaScript and Java.
- Skilled with continuous deployment and git version control.
- Experienced with project work and agile development.
- Large interest in UI & UX design.