

Niklas Logren

Curriculum Vitae

WORK EXPERIENCE

Senior software engineer

2017-

Minna Technologies, Göteborg, Sweden

- Description** Bringing power to the modern consumer via subscription management! Working as a tech lead, integrating the Minna platform with major retail banks.
- Achievements** Tech lead for integration projects with Op Bank and SpareBank 1
Attended 20+ sales meetings with bank customers
Wrote the current version of Minna's subscription detection algorithm
Introduced TypeScript in the company
Introduced end-to-end integration testing to the company

Senior backend developer / Engineering lead

2016-2017

AfterShip, Hong Kong

- Description** Building a package tracking service with Node and MongoDB. Began as a backend developer and transitioned into the role of team lead. My team was responsible for our worker micro-services and for fixing any bugs reported by customer support.
- Achievements** Responsible for all e-commerce integrations and web crawlers
Handle bug reports faster than before by defining priorities, categories and measurements for issues
Built developer tools for web crawling (unit test generator, GUI tool for generating web crawlers)

Web developer

2015-2016

AppSpotr, Göteborg, Sweden (part-time)

- Description** Building an app publishing platform with Backbone, NodeJS and PostgreSQL. Working with backend, frontend and android development.
- Achievements** Introduced unit testing and end-to-end testing
Built admin dashboard with Mixpanel integration
Built chat module for android clients
Built "templates" system, used when creating new apps

Web developer

2013-2015

B&B Web, Göteborg, Sweden (part-time)

- Description** Using HTML/CSS and JavaScript/DerbyJS/MongoDB to develop web applications, including both frontend and backend work.
- Achievements** Designed logic and data models for two different planning applications
Designed and implemented an intranet for time reporting with Asana API integration
Wrote a Derby library for "Infinite scroll", and made improvements to existing Authentication library

Teacher/Project manager

2013-2015

IT-Högskolan, Göteborg, Sweden (via B&B Web, part-time)

- Description** Working as a consultant for B&B Web, teaching the Mobile Application Developer programme at IT-Högskolan. I taught most of the program's courses, including: Java/Android, C#/Xamarin, JavaScript/AngularJS/PhoneGap.
In addition to giving lectures, I was responsible for customer communication and most of the day-to-day work in running the courses. This includes things such as the assignments, exams and grading. Furthermore, I took part in specifying the courses' contents and in writing the formal course plans.
- Achievements** High praise from students at course evaluations
All former students found relevant trainee jobs
Helped with increasing efficiency internally at B&BWeb: number of hours spent on preparations decreased while quality increased

Programming tutor

2012-2013

Chalmers University of Technology (part-time)

- Description** Helping students during lab sessions, answering emails from students, correcting assignments and exams.

EDUCATION

M.Sc. Computer Science: Algorithms, Languages and Logic

2014-2016

Chalmers University of Technology

- Description** Focus on functional programming, algorithms and programming languages.
- Thesis** *Proof output and machine learning for inductive theorem provers*
- Topics studied** Logic, models of computation, advanced functional programming, parallel functional programming, advanced algorithms, types for programs and proofs, machine learning and artificial neural networks.

B.Sc. Software Engineering

2011-2014

Chalmers University of Technology

- Thesis** *The Elder Crown: A Multi-Agent based Artificial Intelligence*
- Topics studied** Object-oriented programming, mathematics, communication, data structures and algorithms, databases, functional programming, formal languages, programming language technology and project courses.
- Notable projects** Android app for the library of Gothenburg. I wrote the backend which works by parsing their homepage and sending mock HTTP requests
Networked 2D shooter game in C++

High School Degree, Technology programme

2008-2011

International IT College of Sweden

- Description** I took many IT related courses, including programming, computer communication and network administration. I also took additional courses in English, focusing on written communication.
- Achievements** Earned a CAE (Cambridge English: Advanced) degree.

VOLUNTEER WORK

Scout leader
Hjällbo Scoutkår

2011-2013

Description I began as an assistant leader for the patrol scouts (aged 11-14), helping with organising activities at meetings and scout camps. After one year, me and a friend took over the roles as responsible leaders of the group.

SKILLS

<i>Natural languages</i>	Swedish (mother tongue) English (fluent)
<i>Driving license</i>	Yes
<i>Certificates</i>	Cambridge English: Advanced
<i>Languages (experienced)</i> <i>Libraries & technologies</i> <i>(experienced)</i>	JavaScript, TypeScript, Scala NodeJS, React, Akka, Mocha/Chai, Cypress, Kubernetes, Google Cloud
<i>Languages (familiar)</i>	Java, C#, Erlang, Agda, Haskell, CoffeeScript, C, C++, Python, CSS, Stylus, Less
<i>Technology & methodology</i>	Functional programming, continuous integration, OOP, responsive web design, MVC, UML, Scrum
<i>Databases</i>	MongoDB, PostgreSQL, MySQL, Oracle
<i>Environments & tools</i>	IntelliJ, SublimeText, Chrome Dev Tools, Linux, Git, Jira, Confluence, L ^A T _E X

REFERENCES

My Github account

<https://github.com/aommm>

Contains code I've written for various projects.

References available on request.