

Jonatan Jönsson

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WORK EXPERIENCE

Software Architect

at Nox Finans AB in Malmö

Nov '14 - Current

- A startup company started by **Fortnox**. The goal is to greatly reduce the manual work needed for business owners to handle their invoices. Broke even in 2016-04.

Keywords Java 8, Dropwizard, Hibernate, Guice, Jersey, JAX-RS, PostgreSQL, H2, MSSQL, Git, Gerrit, Jira

Software Developer

at Sony Mobile Communications AB in Lund

Sep '14 - Okt '14

- Helped maintain and evolve **EMMA**. A client used by service centers to flash mobile phones.

Keywords Java, OSGi, Eclipse RCP

Software Engineer Consultant

for Softhouse Consulting Baltic AB in Karlskrona

Nov '10 - Aug '14

- **Fortnox** in Växjö

Fortnox helps 70000 small business owners with their administration.

Their system keeps track of invoices, payments, accounting, payroll etc.

I'm helping them by building a bridge rest-api between their php system and **asitis**.

Keywords Java 8, Dropwizard, Hibernate, Guice, Jersey, JAX-RS, Git, Gerrit, Jira, PostgreSQL, MSSQL

Jun '14 - Aug '14

- International Software Technology in Växjö

IST develops software aimed to help primary/high schools administer teachers, students, grades, curriculums and more. Their existing system, Dexter, is written in C++, has a ton of years on its conscience and is being used by 73% of all schools in Sweden. I'm part of project that is rewriting it into Java / Spring / Webflow. This also includes a student portal that will be based on AngularJS.

Keywords Java, Spring, Spring-Webflow, Tomcat, AngularJS, bower, grunt, Javascript

Jan '14 - Jun '14

- **How To Clean Your Dirty Code**, Lightning talk at Leantribe in Växjö

Keywords Presentation, Refactoring, Clean Code, Mutation Testing, API design

2012-12-10

- **How To Clean Your Dirty Code**, Softhouse Campus seminar

Keywords Course lecturer, Clean Code

2012-11-29

- Spielo/Gtech/BossMedia in Växjö

- Gaming Management System (**GMS**)

GMS is the core in Spielos eco-system and is used by users in 150 countries. It handles player finances, responsible gaming, monitoring, statistics and works like a bank for the different game systems. It integrates with over 40 systems. I'm adding support for more.

Technologies Game Platform, Java, Spring, Guava, Hibernate, JIRA, Subversion, Jenkins, Ant, JBoss, Wildfly

Jan '13 - Jan '14

- Adding new features to a poker platform that for example

Svenska Spel and **IPN** is using. As we finished in 2 months instead of 6 we got to work on their new java-based server as well. This included a two-week trip to Rome to secure an important delivery.

Technologies Poker, C++, Sybase, Boost, C#, ASP.NET, Internationalization, i18n, iPad, Java, Protobuf, Riak, Maven, JIRA

Apr '12 - Okt '12

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- **Ericsson's Charging System** (the Service Data Point part)
A system for real-time rating of pre-paid calls, handling 1.4 billion subscribers.
 - Product Customization Developer Aug '11 - Apr '12
Added support for IMS (IP Multimedia System)
Technologies Geographically distributed team, Telecom, IMS, Java, Git, Gerrit, Jenkins, SCONS, TimesTen, Solaris, Scrum
 - Design & Maintenance Nov '10 - Aug '11
Solved several critical bugs that caused the system to grind to a halt.
Technologies Telecom, Bug-squashing, Java, C++, Clearcase, Reviewboard.org, Hudson, SCONS, TimesTen, Solaris, Kanban

Software Developer Project employment Jun '10 - Okt '10
at *BTH Innovation in Ronneby*

- Developed an iPhone version of Hanashi (Chat application), for Sony Ericsson Mobile Communications. This was a continuation of our graduation project. I was the first (among 10 other team members) to be selected to continue the project. Since then the app has been removed but while in App Store Nordic it only received 5-star reviews.
Technologies Instant Messaging, Objective-C, iOS SDK, APNS, Java, Scrum

EDUCATION

Bachelor's Degree in International Software Engineering Sep '07 - Jun '10
from *Blekinge Institute of Technology in Ronneby*

Exchange Student in Computer Science Aug '09 - Dec '09
at *Georgia Institute of Technology in Atlanta*

- **Multicore and GPU programming for Video Games**
3D engine in MATLAB, Xbox 360 (XNA), Playstation 3 (Cell), Shaders
- **Computer and Network Security**
Implemented DES, AES, IDEA and Diffie Hellman in C++
- **Introduction to Artificial Intelligence**
Tournament winner in writing an AI player (in LISP) for the board game called Isolation
- **Computer and Society**
Wrote an essay about robot rights

IT-Programme with focus on network Aug '04 - Jun '07
at *the John Bauer Gymnasium in Hässleholm*

- **Student of the Year** – “For excellent study results, a positive ambition and comradely behavior”

SKILLS - From high to low

Solid skills with Java, Javascript, HTML, CSS, C#, C++, Objective-C, Python, PHP, SQL
Have used C, .NET, APS.NET, LISP, Riak, Sybase, TimesTen, CG, Assembler (MIPS), MATLAB, KSH, TCSH, TTCN3
Frameworks AngularJS, Guava, Spring, Hibernate, Django, SDL, iOS SDK, XNA, Boost, Protobuf
Operating Systems Mac OS X, Windows, Ubuntu, Solaris
Tools Eclipse, Maven, bower, grunt, Ant, Webstorm, XCode, Visual Studio, JIRA
Processes TDD, Pair Programming, Code reviews, Kanban, Scrum, XP
VCS Git, Subversion (SVN), Mercurial (HG), ClearCase
Spoken Languages Native in swedish, fluent in english, limited in german