

Jonatan Jönsson

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WORK EXPERIENCE

Software Engineer Apr '18 - Current
at Peltarion AB in Stockholm

- **AI everywhere advancing humankind** Peltarion provides an operational AI platform for producing real-world AI applications at scale and at speed.

Keywords Java 11, Keras, TensorFlow, Deeplearning4j, GCP (Google Cloud Platform), Machine learning, Deep learning, AI

Software Architect Nov '14 - Apr '18
at Nox Finans AB in Malmö

- Automating invoice and debt collection processes. Broke even in 2016-04. A subsidiary company started by **Fortnox**. Called Fortnox Finans today.

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

Software Developer Sep '14 - Okt '14
at Sony Mobile Communications AB in Lund

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

Keywords Java, OSGi, Eclipse RCP

Software Engineer Consultant Nov '10 - Aug '14
for Softhouse Consulting Baltic AB in Karlskrona

- **Fortnox** in Växjö

Fortnox helps more than 200,000 small business owners with their administration. Their system keeps track of invoices, payments, accounting, payroll etc.

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

- International Software Technology in Växjö
IST develops software aimed to help primary/high schools administer teachers, students, grades, curriculums and more.

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

- **How To Clean Your Dirty Code**, Lightning talk at Leantribe in Växjö 2012-12-10
Keywords Presentation, Refactoring, Clean Code, Mutation Testing, API design

- **How To Clean Your Dirty Code**, Softhouse Campus seminar 2012-11-29
Keywords Course lecturer, Clean Code

- Spielo/Gtech/BossMedia in Växjö
– Gaming Management System (**GMS**) Jan '13 - Jan '14

GMS is the core in Spielos eco-system and is used by users in 150 countries. It handles player finances, responsible gaming and more.

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

- 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.

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

- **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, Python, Javascript, HTML, CSS, C#, C++, Objective-C, PHP, SQL

Have used C, .NET, APS.NET, LISP, Riak, Sybase, TimesTen, CG, Assembler (MIPS), MATLAB, KSH, TCSH, TTCN3

Frameworks Keras, TensorFlow, 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