Jesper Vallett Software Developer

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🪪 STATEMENT

As an experienced developer, I am well-versed in Java and a substantial amount of high level programming languages. I have been one of the core developers, in one of the leading B2B e-commerce solutions in Europe, a web-app running and used by thousands of customers on the daily. My tasks have included creating a specification, bringing forth estimate approvals and implementing it into the solution. Parallel to development I have also been in charge of on-boarding new developers into the application, by mentoring and assisting them. I am used to working with agile processes in a team, while working towards a common goal.

💼 PROFESSIONAL EXPERIENCE

Software Developer, *PreferIT AB* ⧉   Jan 2022 – present
2022 Jan - Present: Contract with IKEA Marketing & Communication   Malmö, Sweden

Developer Contractor, *IKEA Marketing & Communications AB*   Jan 2022 – present
- Lead developer on a microservice used for handling orders between their planning and   Älmhult, Sweden
  production branches.
- Using Java 11 and 17 with Spring-boot.
- Writing and handling docker containers for webapps.
- Managing and deploying the webapps with Azure.
- Maintaining a database in PostgreSQL running on Azure.
- Developing an integration with the internal integration team in .NET and C#.

Software Developer, *Netset AB* ⧉   Jun 2018 – Dec 2021
- Development on the core product, a web-app running in Java 8 and 11 on Tomcat.   Malmö, Sweden
- Implementing solutions for payment providers in B2B e-commerce solution.
- In charge of handling communication, integration and development for 3rd party
- REST APIs.
- Setting up and developing system for SSO integration through Shibboleth.
- Building and optimizing SQL queries for a multi-market B2B e-commerce solution,
- that receives millions of requests daily while handling large sums of data.
- Development of internal and externally used APIs for importing and exporting data from
  and to B2B ERP connections.
- Responsible for the education of new hires in the team, teaching them the code, solution
  and assisting with issues for their assigned tasks.

📂 PROJECTS

KDex, *Kotlin API wrapper*   Jun 2022 – present
An API wrapper written in Kotlin that interfaces a website for reading comics.
https://github.com/JesperVa/KDex ⧉

Dungeon clearer, *2D game written with Unity in C#*   Jan 2018 – Jun 2018
- Game connected to OpenWeatherMap.com weather API.
- PCG map generation using weather data to affect level-design and NPC properties.
- Player-modelling based on their behaviour and choices to affect future challenges
https://github.com/Andy0903/Dungeon-Clearer ⧉

🎨 SKILLS

Docker | **Java** *(8/11/17)* | **Linux** | **Spring** | **Kotlin** | **Apache** | **C#/.NET** | **C++** *(11/14)* | **Python** | **Git**

MSSQL | **PostgreSQL** | **Azure** | **Gradle** | **Elasticsearch** | **Agile** *(Scrum)* | **REST** | **SOAP** | **JUnit** | **Gerrit**

ORM *(Netset)*