

01 / SUMMARY

Software developer with a bachelor's degree in software engineering and more than three years of experience in embedded systems, software close to the hardware, and Linux-based development. Used to working next to hardware and data sources, with experience of requirements gathering and customer adaptation from earlier roles. Motivated to move from pure development responsibility towards also owning technical direction, prioritisation, and collaboration with external development partners.

02 / EXPERIENCE

Sep 2023 –
present

Software developer

Wexiödisk AB · Jönköping

- Designed and developed control software in C++ with IBM Rational Rhapsody for physical equipment, improving system performance.
- Developed embedded software for peripheral boards in C, contributing to smooth integration between software and machine hardware.
- Collaborated on Linux-based development projects, using Git for version control and an efficient workflow.
- Built user interfaces with C++ and Qt, improving the user experience.
- Tested software releases rigorously through simulation and hands-on tests, ensuring reliability.
- Wrote comprehensive technical documentation for control systems, reducing onboarding time for new developers.

Jun – Sep 2023

Backend developer, internship

TRIPLA · Jönköping

- Optimised the performance and scalability of an AI model, improving response time by 20%.
- Worked with frontend developers to integrate AI functionality into web applications, ensuring smooth operation.
- Contributed to the team by debugging and improving backend code to resolve critical performance problems.

Aug – Dec 2022

Software developer, internship

Infor AB · Linköping

- Ran needs assessments together with customers to adapt ERP solutions to their actual requirements.
- Implemented and maintained ERP system modules in Java and C#, streamlining customers' operations.
- Took part in Agile sprints and contributed to on-time delivery of software updates.

Jan - Jun 2022

Software developer, internship

Zenon AB · Linköping

- Updated and improved the Blixtvakt app with Ionic and TypeScript, improving the user experience.
- Integrated data from external sources such as OpenStreetMap and SMHI through their APIs, increasing the system's accuracy and reliability.
- Developed features that let users customise their alert settings, increasing user engagement.

03 / EDUCATION

2023

Bachelor of Science in Software Engineering

Linköping University · Linköping

04 / SKILLS

Languages

Java, C#, Python, C++, C, Kotlin, JavaScript, TypeScript

Embedded

Linux-based development, IBM Rational Rhapsody, peripheral boards, Yocto

Frameworks

Qt, QML, Ionic

Web

HTML, CSS, JavaScript

Methods

Agile, Scrum, test-driven development, needs analysis and requirements

Tools

Git, Qt Creator, Eclipse, Visual Studio Code, Microsoft Office

05 / LANGUAGES

Fluent in Swedish, English, Persian and Turkish.

06 / PROJECTS

AI model integration, TRIPLA. Backend algorithms that improved the AI model's efficiency and cut latency by 20%.

Blixtvakt, Zenon AB. Led the development of key features such as customisable alert settings, in Ionic and TypeScript.