

David Sandberg

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dsandberg.com

Work Experience

Software developer consultant, Sopra Steria, Stockholm 2017 - present

- Created REST APIs and server logic using .Net Core and Entity Framework
- Created tools in Java for parsing XML to JSON
- Developed websites using jQuery and React.js
- Worked with Logstash and Kibana to handle monitoring
- Created Docker images to configure applications locally
- Created pipelines in Jenkins to build and deploy applications
- Wrote unit tests using xUnit and JUnit
- Used Git for source control
- Worked with customers such as Inera, Trafikförvaltningen and Statens Institutionsstyrelse

Game developer, Toadman Interactive, Stockholm 2016 - 2017

- Developed gameplay logic for a multi-player mobile game in Unity.
- Implemented network and server logic using .Net and Microsoft Azure
- Prototyped gameplay using Lua and the Stingray engine
- Used Subversion for source control

QA Test developer, Nasdaq OMX, Stockholm Summer 2014

- Wrote automated test cases in Java for the Hong Kong Exchange

Android developer, LEKAB, Stockholm Summer 2012 & 2013

- Implemented GPS, IP messaging and SMS functionality
- Designed GUI elements and layouts

Education

M.Sc. in Computer Science, KTH, Stockholm, Sweden 2010 - 2016

Master's Thesis, Osaka University, Osaka, Japan 2014 - 2015

- Created a car game in Unity used to evaluate the effect of auditory warning signals on drivers' reaction times.

Projects

Arbetsprover, Unity text adventure game, personal project 2018

- Responsible for all code
- Implemented the game logic according to the State design pattern

Hyper Haiku, Unity racing game, Nordic Game Jam 2016

- Created data structures and logic to calculate winning conditions
- Collaborated with five other persons to develop the game

More info and playable versions of the games at dsandberg.com

Technical Skills

Strong: .Net, Java, Unity, JavaScript, MS SQL Server
Knowledgeable: React.js, Go, C++, Lua

