Johannes Qvarford

✉ jq.email+cv@pm.me   📞 +46762499852

in linkedin.com/in/johannes-qvarford-305905103   🔗 https://qvarford.net

Summary

Johannes is an architect with a passion for creating sustainable solutions.
He has both development and architecture experience.
Johannes excels at both mentoring and technical leadership.

While Johannes role has formally been "developer", he has had architecture-related responsibilities in most of his career.
He is very customer-focused, and likes the process of aligning organisational and technical goals.
Johannes' flexibility allows him to dip down into occasional coding or take a more hands-off approach depending on the needs of the teams.
He is a strong proponent of practices such as DDD and writing ADRs that can help align developers and architects in a more structured way.
Johannes likes to keep an eye on architecture tool changes, innovations and controversies and the discussions that surround them.

Johannes has worked primarily with the Docker ecosystem (Kubernetes, Openshift, Kustomize), the AWS platform and REST APIs.
He has programmed mainly in Java and Typescript.

Johannes is willing to work in Skövde, fulltime remote, or a few days per month outside of Skövde. He likes working in organizations with lots of room for growth who are just starting to establish a long-term platform.

Experience

Senior Developer
Nexer Group
Oct 2021 - Present (1 year 9 months)
Since 2021 I've worked as a consultant for Nexer.

My work has included reverse engineering a mostly undocumented code base and leading a team towards contract-based testing. I've placed foundations for increasing automation in release procedures and educated teams of people about Java 17 and 21. In one team I improved availability for email-delivery, as well as identified and resolved bugs around race conditions in caching.

Senior Developer
Gamesys
Jan 2018 - Sep 2021 (3 years 9 months)
Johannes dedicated a lot of time at Gamesys as part of an agile team that provided reliable, scalable, readable, and testable software components.

His work was mostly focused on organising features and the corresponding code and architecture to reflect business needs, so that feature requests could be limited to individual teams at best.

Johannes built many great APIs and improved productivity by introducing code generation from specifications.

His greatest contributions was the separation and definition of the registration and identity areas, as well as the company-wide code guidelines used when gradually migrating from their monolith.

As the leader of the Software Craftsmanship Chapter, Johannes made sure to find rooms for meetings, write meeting agendas, and document the discussions that ensued.

Johannes also contributed with lots of topics himself, as he wanted his team and the others to improve.

Lead Programmer and CTO

Solutions Skövde AB

Mar 2014 - Nov 2017 (3 years 9 months)

Together with Alexander Karlsson, Johannes founded Solutions Skövde AB in 2014. Solutions Skövde AB was a software product consulting firm, which mainly specialized in b2b applications for financial institutions. They developed several applications with companies like Bricknode, Glofitech, Mobile Storytelling and Moelven Industrier, as well as the University of Skövde.

At Solutions Skövde, Johannes' main tasks shifted over the years. As a shareholder and co founder, he partly participated in administrative tasks. Johannes was mostly a tech guru that jumped into any project that needed an extra programmer. Johannes was able to adapt to whatever customers requested, be it websites, mobile apps or desktop applications.

To handle the constant requests for small new web applications from a customer, he wrote a simple web development framework called Solutions System.

Johannes' biggest accomplishment during this period was leading a four month project together with 2 other developers.

Education

University of Skövde

Bachelor of Computer Science (B.S.), Computer Science

2012 - 2015

I attended the University of Skövde for 3 years to get a degree of Bachelor of Science with a major in Computer Science. I gratuated at the top of my class with the highest grade in all but two courses, both of which I got the second highest grade in.

The education was used to learn about game programming, which was my main profession. I learned programming in C++/C#, database systems, operating systems, assembly etc.

Two courses focused on collaboration between classmates and students from other game development educations such as game designers and graphical artists. I was the lead programmer in both courses, and helped lead our teams to success.

In our assembly programming course for MIPS, I won most awards in the contest for the fastest implementation of an algorithm for sorting arrays.

Skills

Solution Architecture • Amazon Web Services (AWS) • Domain-Driven Design (DDD) • Java • MySQL
• C# • Microservices • Test-Driven Development • Linux • Spring Boot