# Glenn Edberg

*Software Developer*

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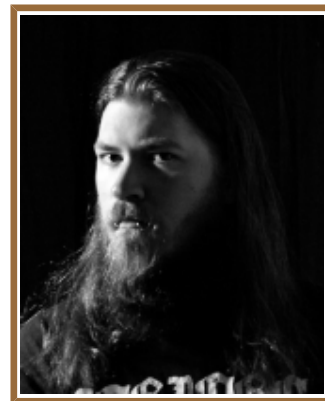
## Profile

*I'm a driven software developer with a wide range of experience, from light-weight front-end development to more heavy back-end system design. I started software development as a game developer.*

*I'm also an active artist and I try to squeeze as much time into my artistry as possible. You can see more of this at my main site* fagertveit.com

*I have long experience when it comes to agile workflow, MVC and GIT. And I enjoy writing beautyful looking code.*

## Strengths

| | |
|---|---|
| Long experience with programming | Database Architecture |
| Highly artistic | Multi-talented |
| Problem solving | Fast learner |

## Career

**2016-06-01 - Current**  **CGI** **Programmer**

*Worked on the system where they develop exams for drivers license.*

**2015-06-01 - 2016-06-01**  **Tuzame** **Programmer**

*Mainly front-end at the moment, but I hope to delve more and more into back-end. Working with app development and core products.*

**2013-01-01 – 2015-06-01**  **Streamingbolaget AB** **Software Developer**

*I work with both front-end and back-end development for the company, I'm also responsible for customer support.*

# Project History

2016-01-01 – 2017-05-22 **Trafikverket** **Front-end Developer**

*Worked on the system where they develop exams for drivers license.*

2013-11-01 – 2014-02-01 **SeeMyTree** **Front-end Developer**

*Main front-end developer for SeeMyTree who is selling and planting tree's in India and giving part of the profits to the farmers that handle the forestry.*

2013-01-01 - 2015-06-01 **SB.js** **Lead developer**

*SB.js is Streamingbolagets JavaScript SDK for video publishing. It helps the customer to make versetile and custom solutions when it comes to video on the web.*

2012-07-01 – 2012-10-01 **Youtube synchronization** **Lead developer**

*Developed functionality for Streamingbolagets video administration platform to synchronize video material directly to youtube without using the Zend Framework google API.*

2011-11-01 – 2012-02-01 **Zombie Grinder** **Game developer**

*Sole creator of the zombie themed tetris clone Zombie Grinder written in HTML5, I created graphics and wrote the underlying game library that the game is built upon.*

# Technical Skills

| Software Development | HTML5 | Jquery | MySql |
|---|---|---|---|
| | CSS3/SASS | TypeScript | Go |
| | JavaScript | Angular | Redis |
| | PHP | Node.js | |
| **CMS/Frameworks** | Laravel | | |
| | Wordpress | | |
| **OS Experience** | Windows | Linux (Debian/Ubuntu) | OS X |
| **Applications** | Adobe Photoshop | Visual Studio | Blender3D |
| | Inkscape | Eclipse IDE | |