



Introduction

Christian is a software engineer with over 10 years of experience in the software/game industry. Christian worked on several major game releases such as Call of Duty, Skylanders and many more Activision titles. Christian specialize in distributed, high scalability server development, where he have experience in designing, programming and maintenance of such systems during his time in Demonware. Recently, Christian also gained experience within the telecom area, working with CDR data from phone switches and TEM (Telecom Expense Management) systems.

13

YEARS OF
EXPERIENCE

Personality



Gamer



Go to person



Analytical

Skills

Erlang C/C++ C# .NET Javascript HTML CSS RIAK REST Java Python MySQL

MNESIA Azure Elixir Scrum/Agile odefinierat

queenslab.co

Work Experience



Senior developer / Toyota Material Handling

2018 Q4 - 2020 Q4

C# .NET Erlang



Software Engineer / Ciceronen Telecom

2018 Q1 - 2018 Q4

Working as a software engineer, I mostly work with CDR data, interpreting calls from telecom systems into sql databases used by frontend to present various pieces of data to end customers. I also been working with TEM (Telecom Expense Management) systems. The technology at Ciceronen is mostly based on C#, Microsoft SQL Server and Windows Server.



Tech Lead / G-Bits

2015 Q1 - 2017 Q4

A company Christian got in contact with operating from China, Christian was lead the tech lead engineer in one of their teams, leading a group of about 10 people developing client and server side functionality for an online action game.



/ Abydos Entertainment

2013 Q4 - 2015 Q1

Christian started to own company to make some small games. Released a simple point and click shooter, an action/smash and a strategy game for mobile.



Software Developer / Demonware Ltd (Activision Blizzard)

2011 Q2 - 2013 Q4

DemonWare is Activision/Blizzards online service department and is dealing with 340+ million gamers, handling roughly 300,000 requests per second at peak. Christian was part of the server team, developing features for matchmaking, online presence and storage used by various games, such as Modern Warfare 3, Skylanders and Guitar Hero. Christian also participated in building and designing a system that consolidated all players across platforms for all Activision games in one account system. He used technologies like Python, Erlang, RESTful API's and MySQL sharding to develop scalable and high performance applications.

Python

Erlang

REST

MySQL

C#



Server Developer / Yazzgoth Ltd

2010 Q1 - 2010 Q2

Yazzgoth was a small software company based in Cork, Ireland. I was headhunted to work as lead developer on their MMO engine project called ArenaEngine: www.arenaengine.com.



/ Next-Gen MMO Architecture

During his spare time, he have developed a server technology being able to handle 14,000 concurrent players in one area, processing 70,000 messages per second with response times between 10-30 milliseconds. Source code: <https://github.com/flodihn/NextGen>



Web developer & Support / Oderland AB

2007 Q2 - 2010 Q1

Oderland is a web hosting company, my job was to develop internal systems and act as second line support for more technically difficult tickets. I have programmed most internal systems in HTML/CSS/PHP with SQL back-ends. I have also been interfacing a web based system to an economy system with a program written in C, running inside an Erlang server.



Military / Swedish Military Forces

2001 Q2 - 2002 Q1

During 10 months I was trained in the Swedish Rapid Reaction Forces, the tasks were oriented to urban combat, crowd control and securing classified areas/objects.

Education



IT University of Gothenburg / Software Engineering & Management

2003 - 2006

queenslab.co