



Emanuel Ländell

CTO & Founder

I know the importance and the solution to deliver

Skills

●●●●● Expert

- Agile
- Android
- Assembly
- CD (Continuous Delivery)
- CDN (Content Delivery Network)
- CI (Continuous Integration)
- Drupal
- HTML
- Javascript
- jQuery
- JSON
- Linux
- Microservices
- MongoDB
- MySQL
- NoSQL
- PHP
- PostgreSQL
- RabbitMQ
- REST / RESTful API
- Scrum
- Selenium
- Unity3D
- Windows
- Woocommerce
- Wordpress
- WSDL

●●●●○ Very high competence

- Ajax
- AWS
- C
- C#
- C++
- Digital Ocean
- Embedded systems
- Github
- Google analytics
- Google Cloud Platform (GCP)
- iOS
- Java
- Jira
- Laravel
- Lua
- MVC
- OAuth
- OS X
- Python
- Symfony
- TCP/IP
- TDD (Test Driven Development)
- TypeScript
- UML

●●●○○ High competence

- Acceptance testing
- BDD (Behavior Driven Development)
- DDD (Domain Driven Design)
- IT-security
- Mocha
- Objective-C
- Unix
- Websocket

●●○○○ Basic

- Lean
- Spark

○○○○○ Ungraded

- Bitbucket
- Cordova (fd PhoneGap)
- Google API
- HTTP
- Java EE
- Kafka
- Kanban
- Kibana
- Kubernetes
- MariaDB
- MQTT
- NGINX
- Performance testing
- Powershell
- Redis



Contacts:

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Roles:

CTO
Game Developer
Infrastructure Architect

Industries:

Start-ups
Real Estate
Gaming

Years of experience:

15+ years

Education & Certifications:

LinkedIn + Google, Certifications (11)

- Jun 2019 - Jan 2022
- 2022, Learning Go
- 2022, WordPress: Plugin Development
- 2021, C# for Unity Game Development
- 2021, Learning Penetration Testing
- 2021, Finance Foundations: Business Valuation
- 2021, Building Recommender Systems with Machine Learning and AI
- 2021, Building a Recommendation System with Python Machine Learning & AI
- 2021, Creating Your IT Strategy
- 2021, Chief Technology Officer Career Guide
- 2019, Google Analytics, Certification

Playgroundsquad, Falun

Aug 2006 - Aug 2008
Computer Games and Programming Skills (Higher vocational education)

Courses: Introduktionskurs i 3d-grafik, Linear Algebra, 3d-engine programming, ethics and game morality, advanced game programming, game analysis/synthesis, advanced game programming

Scalability SOAP / XML SoapUI Subversion Unity

User testing

Experience / Assignments / Projects

Chief Technology Officer

GOGET, Mar 2018 - Sep 2020 (2 years, 6 months)

Building a great place for Developers to work and reducing TTM. Working with Digital Signage, IOT and Microservices. Development for Android. Looking into Blockchain, Big data and Machine Learning

Technologies:

GCP, Azure, Micro services, Jira, Confluence, Kong API Gateway, Express Gateway, Wordpress, Drupal, Cordova, Ionic, Pusher, Open Directory, Active Directory, PHP, Android, Java, Minify, NiFi, IOT

Chief Technology Officer

Marton International, Aug 2017 - Feb 2018 (6 months)

All preparation of the platform made it possible to scale up this unique proptech concept for an international market. In only one year the platform had been rolled out from Sweden into two new European countries. That was not a small challenge.

Technologies:

PHP, Zend Framework, MySQL, AWS, Wordpress, Wordpress Multiweb, Digital Ocean, Linux, Ionic

Chief Technology Officer

No customer, Sep 2015 - Aug 2017 (1 year, 12 months)

Built an IT Department with a team and agile processes, code reviews, daily stand up meetings and IPCC routines. This IT Department internationalised the product and together with Norwegian talents we deployed the platform in Norway (marton.no)

Technologies:

PHP, Zend Framework, MySQL, AWS, Wordpress, Wordpress Multiweb, Digital Ocean, Linux, Ionic, PipeDrive, CRM, CMS

Scrum Master

Taxicaller, Apr 2015 - Sep 2015 (6 months)

Scrum master and Lead Embedded System Developer including cross compiling

Technologies:

Bitbake, C++

Software Developer

Tuzame, Aug 2014 - Feb 2015 (6 months)

Lead front-end developer

Technologies:

Angular, MongoDB, Ionic, Cordova, Javascript, CSS

System developer

ELITS, Apr 2009 - Jun 2014 (5 years, 3 months)

The first developer at the company so did everything from design to

presentation of the finished product to the customer.

Technologies:

Joomla, Javascript, Css, Python, Real basic

Lead Programmer

Resolution Interactive, May 2008 - Nov 2008 (6 months)

Game development for Nintendo DS and iOS

Technologies:

C/C++, Lua, Unity

Social media and links

<https://www.linkedin.com/in/emanuell>

<https://github.com/emanuellandell>

<https://landellgroup.com>