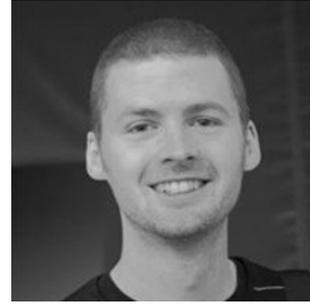




Carl Abelin

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Profile

Software development, agile project management, requirements specifications and business development. Good communicator between technical staffs and customers. Good communication skills, outgoing and safe in new social environments. Fast learner with a commercial awareness coupled with good analytical skills gives a good understanding of the customers needs.

Personal Information

DATE OF BIRTH

1976-06-15

Technical Competence

PROGRAMMING

Java, J2ME, Spring, AJAX, XML, XSLT, SQL, data queue for AS400 (iSeries), regular expressions, PHP, HTML, JavaScript, Perl, PostgreSQL, Ruby, Ruby on Rails.

TOOLS

IntelliJ, Eclipse, DBVisualiser, Photoshop, TextMate, Sublime, Balsamiq Mockups, JIRA, git.

Other Skills

PROJECT MANAGEMENT

Scrum Master, Product Owner, Requirements specifications.

Education

1998 - 2002

**GOTHENBURG SCHOOL OF ECONOMICS AND COMMERCIAL LAW/DEPARTMENT OF INFORMATICS ,
MASTERS INFORMATICS, ORIENTED TOWARDS PROGRAMMING.**

In autumn 1997, I studied at Chalmers and the spring of 1998, I read an independent course in English at Humanisten in Gothenburg.

Courses

2009 - **Certified Scrum Master**, Crisp AB, Stockholm, Henrik Kniberg

Work History

Meridium AB, Kalmar- 2012 - 2013

PRODUCT OWNER/PROJECT MANAGER

Contributing with experience from implementation of Scrum from prior employment in an organisation where this process had begun prior to my arrival but had never been successfully completed. As product owner I handled project from the point when the sales department handed it over and requirements specifications were to start. In this role I had a lot of contact with customers and subcontractors and my extensive experience as a developer, and appreciation of what could be achieved, enabled me to develop a reputation for exceeding customers expectations.

Core Applications Sweden AB, Kalmar - 2011 to date

Running my own business concentrating on Scrum, project management and applications for the web. Some of my contracts are listed below.

Gears of Leo, Växjö

JAVA DEVELOPER

A two-month consulting assignment to develop a back office client for managing the data in an online casino. I mostly worked with techniques I had not worked with before, but was contributing to the team after a short time. I was there just short of three months in the end.

Devoid AB, Kalmar

SCRUM MASTER AND BUSINESS CONSULTANT

Employed to introduce Scrum as the main methodology for software development and adapting their use of JIRA and its impact on their customers. Emphasis on each individuals better understanding of tasks at hand and the importance of time estimates and their purpose. My input resulted in a boost in output and the company recognizing an increase in their control of the process.

Teknikhögskolan, Kalmar

COURSE COORDINATOR AND TEACHER

Teknikhögskolan required a consultant that had real work-experience as a web developer to teach at a course in Kalmar. My role was as teacher and coordinator of the course Web Development, coordinator of Project course and supervisor during LiA (Lärande in Arbete (Workplace training)). My tasks were the preparation of syllabus, planning lectures, leading exercises, tutoring and examination amongst other.

Softronic ISSI AB, Kalmar/Göteborg

SYSTEM DEVELOPER AND MENTOR

Acting as a consultant, I was involved in technical design, analysis, software development, testing, deployment and mentor for new Scrum Master.

Softronic ISSI AB, Göteborg - 2006 - 2011

SCRUM MASTER/SOFTWARE DEVELOPER

Beginning my five years with this company as a software developer of a JAVA-based web application for travel agencies. The system comprises amongst other things project management for groups and events, economy and statistics, and a CMS for event sites.

In the autumn 2008 I led the introduction of Scrum in the project and I was Scrum master for the remainder of my employment. I led the changing of the company's methodology through the introduction of new practices which resulted in a doubling of our throughput of tasks. We addressed the major issue of reducing bugs and created mechanisms which increased the project managers' control and focus on their projects. The end result was a major improvement in customer satisfaction.

At ISSI I worked with customers such as AMEX Business Travel, SÄPO (Swedish Security Service), FRA (National Defense Radio Establishment) and Government Offices (Regeringskansliet). I operated in the following environments and technologies: iSeries, CentOS linux, db2 as400, db2 linux, Java, JSP, Spring framework, HTML, CSS.

Stroede Ralton, Kungsbacka - 2006

DATA MINER

From January to July I worked as a consultant for Academic Work at Stroede Ralton in Kungsbacka. My main duties were data mining in a Windows server environment and MSSql server compiling statistics of sales results from sales campaigns in retail.

University of Gothenburg, Göteborg - 2002 - 2005

SOFTWARE DEVELOPER

Leading a project at Gothenburg School of Economics and Commercial Law to help them with their problems with planning the work of their teachers and scientists. My team developed a time management system for planning and reporting the work time and it also handled budgets for each individual.

We also lead a project to develop a consumer research database powered by Centre for Consumer Science. They needed a way to share all the information they amassed and we came up with a simple and elegant solution. The database was mainly used to categorize scientists and their projects.

Both projects were conducted in close cooperation with the personnel at Gothenburg School of Economics and Commercial Law and CFK and in periods weekly meetings were held.

Environment/Technologies: Debian-linux, PostgreSQL, mod_perl perl med XML- and XSLT-based MVC-pattern-application, HTML, Javascript.

Responsibilities: Project management, technical design, analysis, software development, test and deployment.

Self-employed. 2001 - 2006

During my studies I started my first company focusing on web applications. During this time I worked both in Nowear and had short projects outside Nowear. Some of my contracts are listed below.

MP-SEC International and Military Shop

SYSTEM DEVELOPER

From December 2004 to May 2005 I worked on a project at MP-SEC International in charge of the development of their homepage.

Prior to that I had developed their e-commerce site and administrative systems. Working with their in-house designer I was responsible for developing their site from scratch. The solutions I implemented allowed the company much greater ability to manage their site and resulted in the generation of an additional 2 million SEK per annum. Subsequently I managed the site for about 5 years, after which they bought an ERP.

Environment/Technologies: Perl, HTML, Javascript, PostgreSQL, Apache, PostgreSQL and linux server .

Responsibilities: Technical design, analysis, software development, test and deployment.

University of Gothenburg, Göteborg - 2001

SOFTWARE DEVELOPER

The University of Gothenburg wanted a prototype for an online examination system. They employed students and since I had been quite involved as tutor for a few courses I was asked to join the team. The web application was run on a dedicated server I helped to set up and it had high demands on security.

Environment/Technologies: Sun Solaris - postgresSQL db, perl, Mandrake linux and Sun Sunray thin clients.

Responsibilities: Design, software development, installation and administration of server and clients.

Spray, Göteborg - 2000

CABLE GUY

During the summer of 2000 I was a Cable Guy for Spray in the Gothenburg region. My job assignments were to make home visits and help customers install and troubleshoot their internet connections.

Swedish Armed Forces, IB16, Halmstad - 1996 - 1997

FORWARD ARTILLERY OBSERVER

During 15 months I conducted my military service on IB16 in Halmstad as a Forward Artillery Observer in a FIBUA battalion.

Other qualifications

Sweden Mobile Games

During the fall of 2002, I participated along with four friends from school in Sweden Mobile Games held by Telia Sonera and Nokia. We developed a community based game for mobile phones with java support that won the competition.

SKIP - Computer Club at the Department of Informatics.

SKIP was the place to be if you had an interest in computer that was not saturated by what the school had to offer. We did several programming projects just for fun and I held a number of evening courses in programming for students. I was treasurer of the association fiscal year 2000.

Holds drivers license class B.