

Henrik Gustafsson

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<https://github.com/gsson>

Skills

- Fluent in spoken and written *Swedish* and *English*.
- Passionate and enthusiastic student of all parts of the software development process.
- Programming language polyglot, with languages including *Java*, *C*, *C++*, *Python*, *SQL*, *bash*, *C#* and *JavaScript*.
- Low latency Java programming, including *off-heap data structures*, *GC tuning*, *profiling* and *performance optimisation*.
- *On-the-fly code generation* and *dynamic code loading* for creation of fast and efficient programs from configuration or DSLs.
- Knowledge of dozens of Java frameworks and libraries including *JUnit*, *JMH*, *ASM*, *OSGi*, *LMAX Disruptor* and *Spring* to name a few.
- Designing highly *concurrent* systems using up-to-date best practices and libraries.
- Applying well-known notations such as *UML* when communicating ideas on paper and whiteboards.
- Designing and implementing all layers of *highly available and scalable software stacks*.
- Knows the importance of proper software revision control, and having successfully applied it using *git*, *Subversion*, *CVS* and *ClearCase*.
- Thorough familiarity with modern development practices such as *TDD*, *BDD*, *XP* and others.
- Having used a variety of development processes, most recently lean and agile processes such as *Scrum*, *Kanban* and derivations thereof, with older projects having been developed under traditional waterfall-style processes.
- Setting up and using build and continuous integration tools such as *Make*, *Gradle*, *Maven*, *Jenkins*, *Buildbot* and *Travis*.
- Using code quality and static analysis tools such as *Coverity*, *FindBugs*, *Sonar*, *Lint*, *the LLVM analyser* and more.
- Analysing and and reverse engineering protocols and programs.
- Implementing data confidentiality and integrity solutions using standardised cryptographic primitives.

Current Employment

Procera Networks AB

2010—

Working as a *Senior Software Engineer* as

- an *Architect and Senior Developer of the RAN Perspectives product*. This project is currently being brought out of the prototyping stages into the proper product life-cycle. Developed in Java.
- an *Architect and Senior Developer of the PacketLogic Subscriber Manager*. Being one of the original developers on the now eight person team, where I now focus on the production of low-latency, high throughput code and cross-product requirement analysis. Mainly developed in Java under a Scrum-like process.

Previous Employments

Purple Scout AB

2006—2010

Working as a *Senior Software Engineer* consulting for both internal and external projects as

- a *Developer of the PacketLogic Subscriber Manager* developed for Procera Networks. As part of a four person team, we designed and implemented the product from scratch based on an initial design made by me. As part of this I did requirement elicitation, internal and external support as well as provided on-site training and support. Developed using Python, C and Java under the Scrum process.
- a *Module Key Responsible and Developer for cellphone production software* at Ericsson Mobile Platforms. My main focus was the design and implementation of secure and efficient components for initial program loading during production. The primary implementation language was C.

Optab Optronikinnovation AB

2002—2006

Working as a *Software Engineer* on a range of projects, including

- a 3D laser scanner for tunnel boring quality control software where I managed the full software lifecycle. Developed in C.
- a car headlight calibration and measurement control software where I managed the full software lifecycle. Developed in C++.
- other minor projects using C#, Java, Delphi and various assembly dialects.

Education

Scrum Master Certification	2009
Advanced Research Oriented CS Programme Skövde University.	2001—2002
Software Engineering Programme Skövde University.	1997—2001
Computer Technology focused secondary school Four year programme, Östrabogymnasiet.	1993—1997