

Jens Nyberg

CURRICULUM VITAE

Djäknegatan 24
Uppsala, SWEDEN
(46) 072-52 98 351
jens.nyberg@gmail.com

EXPERIENCE

Ericsson AB, Stockholm — *Technology Area Specialist*

NOVEMBER 2016 - PRESENT

I got a new role as a specialist in the area of operating systems and virtualization. I mainly do prototyping work in order to find new and better solutions for problems in Ericssons' portfolio of products.

Ericsson AB, Stockholm — *Software developer*

MAY 2012 - OCTOBER 2016 (4 YEARS 5 MONTHS)

I wrote Linux drivers and tools for custom hardware (all in C) and I did a lot of design work for their cloud infrastructure.

Combitech AB, Stockholm — *Software engineer*

APRIL 2011 - APRIL 2012 (1 YEAR 1 MONTH)

I worked as a consultant for Ericsson, mainly on the Linux distribution used by Ericsson in their telecom clusters. Also wrote a lot of test cases.

Pingdom, Västerås — *Software developer*

AUGUST 2010 - FEBRUARY 2012 (7 MONTHS)

Worked primarily on their backend (PHP, SQL), trying to make sense of the huge amount of data they acquired every second from nodes all over the world and tried to find ways to optimize the flow.

Trippus Event Solutions, Uppsala — *Software developer*

2007 - 2010 (3 YEARS)

I was a fullstack developer working on both the frontend (HTML, JS) as well as the backend (C#, SQL) of their travel booking system.

EDUCATION

Uppsala Universitet, Uppsala — *MS in Computer Science*

2003 - 2006

Did not actually finish the degree. Besides studying I was active in the computer association Update and club manager at the Norrlands Student Nation.

SKILLS

Fluent in many languages and tools. Understands problems on a deep level. Likes challenges. Likes helping people. An easy learner. Strong-willed but easy to get along with.

SOCIAL

LinkedIn:

[linkedin.com/in/jens-nyberg](https://www.linkedin.com/in/jens-nyberg)

GitHub:

github.com/jezze

LANGUAGES

Swedish (native)

English (fluent)

NOTABLE PROJECTS

Fudge — Made from scratch *operating system*

<http://github.com/jezze/fudge>

A 32 bit operating system for x86 machines, that I wrote totally from scratch. Includes rudimentary networking and a graphical user interface. This taught me a lot about how computers work from the bottom all the way to the top as well as the ins and outs of C and tools.

ALFI — A language for interfaces

<http://github.com/jezze/alfi>

ALFI is my latest project. It is a language that is meant to replace the technology we commonly use for the web (like HTML and JS) with a new language that is much simpler to use but still powerful enough to create beautiful and functional websites or mobile applications. It also includes a custom browser I wrote called Navi written in C that uses OpenGL for rendering.

OPEN SOURCE WORK

[Dolphin Emulator](#) (patches), [GCW Zero](#) (kernel+applications), [Suckless](#) (dwm, surf)