



Marcus Nygren - Full-Stack Developer/Designer

I ♥ making ideas happen. M.S. Media Technology & Entrepreneur, Developer & Designer.
 Spotify alumni, teaching teachers computer science. I embrace technology for societal impact.

After 3 years doing part-time consulting via Edvira, I'd like to delve deeper into my technical skills by being a front-end or full-stack developer for hire. Could I be the right fit for your organization?

Technology experience

Web & Mobile Development	Computer Science	Human-Centered Design
Full-stack JavaScript	C++ / OpenGL / GLSL	Service & interaction design
HTML5 / CSS / SASS	Unity / C# / Unreal Engine	UX / UI / User research
Java / Android / iOS	Ruby on Rails / Python	Graphic design / digital media
Modern JavaScript	Software Engineering	Creative Technologies
React / MEAN / Meteor	Agile practises / SCRUM	Adobe CS / Sketch
WebGL / D3.js / API's	Design patterns	WordPress & PHP & DNS
React Native / Vue / Gatsby	Data structures & algorithms	Arduino / Raspberry Pi

Work experience

- 9 / 2016 – Present Co-Founder and Consultant, Edvira AB, *Norrköping, Sweden*
 Edvira combines expertise in technology, learning, and design for impact.

 - Led 17 municipalities in how to introduce programming in 5 000 schools, 100 000+ students. I built kodkartan.se to show the results.
 - Technical advisor for 10M SEK Vinnova project in IoT and pedagogy. Client: Linköping Municipality, Ecorado, Uppsala University, and KTH.
 - SCRUM master for Finspång municipality project, workshops in UX for Mjärdevi startup, co-design process for Region Östergötland event.

- 6 / 2007 – 5 / 2017 CEO, Marcus Nygren AB (before self-employed), *Norrköping, Sweden*
 Consultant, developer & educator in entrepreneurship and technology. Developed and taught WordPress, web development, mobile app development. Also organized events and did graphic design. Clients: Science Park Mjärdevi, Norrköping Science Park, LEAD, Radio Sweden.

- 6 / 2015 – 7 / 2015 Full-Stack Developer, Hyper Lab, Gothenburg, Sweden
I worked with React, Redux and JavaScript ES6 for front-end development, and Python/Django REST Framework for backend and API.
- 6 / 2014 – 8 / 2014 Summer Intern, Inkstone Engineering Agency, Seattle, WA, U.S.
App marketing and continued iOS game development for ZooWho™ by ZooBooks. My work stood for 85% of 2014's 10 300 downloads.
- 3 / 2013 – 9 / 2013 People Operations, Tech, Spotify, Stockholm, Sweden
Project Leader in Spotify Street Team, organizing Student TechFest - a 2-day event for 101 tech students (got 4.8 / 5.0 satisfaction rate).
Responsible for the Tech-Hub Research Project, reporting to CTO.
Co-led Spotify's Tech Internship Program, incl. attending the sessions.
- 9 / 2012 – 3 / 2013 Digital Media/Webmaster Intern (WordPress/PHP), Swedish-American Chambers of Commerce USA, Washington, D.C., U.S.
Headhunted via LinkedIn for 6-month web/graphic design/social media internship in the US. Learned WordPress Multisite, hosted 17 websites.

Education

- 7 / 2016 – 3 / 2017 LiU Impact Factory, Linköping University
Accelerator program in entrepreneurship, sales, and social innovation.
- 9 / 2010 – 6 / 2016 B.S. & M.S. Media Technology and Engineering, Linköping University
Foundations in Computer Science & Software Engineering. Projects in Mobile / Web / Game Development. Specialization in Visualization & Computer Graphics. Extra courses in Leadership & Entrepreneurship.

+ standalone courses in ICT and learning at Linnaeus university, and mathematics course at KTH.

Projects in selection

- Volunteer project for *Fridays for Future*, 2019 – skrivunder.fridaysforfuture.se (20 000+ signups)
Master's thesis in Uganda for *YoungDrive*, 2016 – bit.ly/youngdrive-thesis (referenced in journal)
Mobile cluster game for *Linköping University*, 2014 – youtu.be/fcklnezF1vg (2 technical awards)

Achievements

Founder & coach CoderDojo Norrköping, 2014-2019 – now on its 5th board, 2000 kids in 2 years
Edvira finalist in social impact contest Swedbank Rivstart, 2018, 200 000 SEK – 1800 applicants