

Summary Full-stack engineer – shipped internal Fortnox automation & AI marketplace Rheo (50 k+ scans, 0.5 ¢/user infra cost).

Experience

Game Engine Developer | Self-employed | Umeå *Sep 2024 – Mar 2025*

- Custom ECS engine (Rust/hecs) + wgpu renderer: hybrid SDF voxel traversal, TAA/bloom, mobile-ready.

Systems Engineer (Rust) | Turborilla AB | Umeå *Mar 2025 – Aug 2025*

- Built Fortnox work-hour validator (Rust + Axum + Dominator) – flags errors, auto-nudges staff/managers via Slack/e-mail/phone.
- Global deployment via Cloudflare Tunnels from Mac Mini; 100 % Rust stack, TDD suite, type-safe Fortnox & Slack APIs.

Full-Stack Developer | Self-employed | Umeå *Aug 2025 – Nov 2025*

- Rheo – AI scan-to-price marketplace: Rust backend, React front, Stripe/PostNord/DHL APIs; Docker, PostgreSQL, OAuth, CI/CD.
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Featured Projects

- [Rheo](#) – AI physical-asset scanner + global second-hand marketplace (Rust, SvelteKit, Stripe).
 - [Portfolio](#) – SvelteKit/TypeScript/Tailwind; source [Github](#).
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Skills

Languages: Rust, TypeScript, JavaScript, Java, Python, GO, C++, C, Zig, HTML5, CSS3, SQL

Web: SvelteKit, React, Axum, Node.js, PostgreSQL, Docker, REST/GraphQL, WebSockets, Stripe, OAuth

Systems: wgpu, ECS, real-time rendering, low-level optimisation, memory management, concurrency

DevOps: AWS, Cloudflare Tunnels, GitHub Actions, Terraform, Railway, Hetzner

APIs: Slack, Fortnox, Stripe, PostNord, Gemini, Supabase, Firebase Auth

Practices: TDD, CI/CD, Agile, code review, independent project leadership

Education Self-taught

References Available on request