Oscar J.H. Nordström

Software Developer, Tech Lead

Personal info

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Objectives

Computer science graduate and software developer working with .NET back-end applications.
I manage releases and deployment for multiple systems, and I have the role of Tech Lead in two systems. I'm looking for new opportunities, challenges, and responsibilities to hone my skills and bring new ideas!

Links

🌐 oscarnordstrom.com

🐙 Oscar-Nordstrom

💼 oscar-nordstrom2000

🎮 OscarNordstrom

Skills

</> C# | C++ | C | Javascript | Typescript

☁ Azure | GCP | CI/CD

🔧 Git | .NET | Docker | Optimizely CMS | .NET MVC | Nunit | xUnit | Auth0

🧠 TDD | Agile Workflow (Scrum) | Jira

⚙ Linux | Windows

✏ LaTeX | HTML | CSS | Markdown

👥 Technical leadership

Work Experience

Roxtec
Full-time, Software Developer
Karlskrona, Sweden   Oct 2024 – Current

- Provide technical leadership driving successful delivery of software projects.
- Managed release and deployment processes using Azure DevOps and GitHub, ensuring seamless CI/CD pipelines.
- Developed, upgraded and maintained high-performance .NET applications.
- Spearheading the migration of legacy .NET Framework applications to .NET Core.

Experis
Full-time, IT Consultant
Karlskrona, Sweden   Jul 2023 – Oct 2024 · 1 yr 4 mos

- Maintained, upgraded, and rebuilt e-commerce backend systems, enhancing performance, scalability, and reliability to support growing business needs.
- Managed and upgraded CI/CD workflows to automate testing, builds, and deployments, ensuring faster and more reliable software delivery.
- Collaborated with cross-functional teams to upgrade and modernize Optimizely CMS 11 to 12, implementing best practices and ensuring a seamless transition for content editors and stakeholders.

Education

Fullstack development with .NET
Noroff
Karlskrona, Sweden   Jul 2023 – sep 2023

- Fullstack development with C# and .NET
- Frameworks: Angular, Next, Vue (, React).
- Creating databases with SQL, SSMS, and Entity Framework
- Collaborative cases developing a social platform with React, .NET, and SQL Server.

Game Programming
Blekinge Institute of Technology
Degree of Bachelor of Science, Computer Scince
Karlskrona, Sweden   Aug 2020 – Jun 2023

- Programming with C++, C, and Lua
- 3D programming with DirectX 11
- Collaborative game development with agile methods
- Mathematics and physics
- Game programming, AI, Performance optimization, Operating systems, and Compiler Design

Thesis subject: Performance comparisons between Rust and C++

Technical Preparatory
Blekinge Institute of Technology
Karlskrona, Sweden   Aug 2019 – Jun 2020

- Mathematics, Physics, Chemistry

Computer- and Communication methods
Fria Läroverken
Karlshamn, Sweden   Aug 2016 – Jun 2019

- Programming with C#
- Web development with HTML and CSS
- Networking
- Programming with microcomputers