

Oscar Nordström

Software Developer



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Games: [OscarNordstrom](#)

Objectives

Software Developer working with .NET back-end applications.

Hands-on experience supporting releases and deployments across multiple systems. Motivated by new challenges, I'm passionate about innovation, professional growth, and contributing fresh ideas to collaborative, fast-paced teams. I'm seeking the next step in my career with new responsibilities and challenges!

Skills

C#, C++, Javascript, TypeScript, .NET, .NET MVC, Azure, CI/CD, Git, Docker, Optimizely CMS, Nunit, xUnit, Auth0, TDD, L^AT_EX, HTML, CSS, Markdown

Work Experience

Roxtec

Full-time, Software Developer

Karlskrona, Sweden

Oct 2024 – Current

- Manage release and deployment pipelines using Azure DevOps, GitHub, and Jira, ensuring smooth and timely software delivery.
- Plan and execute upgrades of legacy .NET Framework applications to modern .NET Core architecture.
- Integrate enterprise resource planning systems with custom software and e-commerce platforms to streamline operations.
- Develop and maintain a digital asset management platform, enabling efficient storage, metadata editing, and API-based distribution of media assets.

Experis

Full-time, IT Consultant

Karlskrona, Sweden

Jul 2023 – Oct 2024

- 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 Science

Karlskrona, Sweden

Aug 2020 – Jun 2023

Thesis subject: Performance comparisons between Rust and C++

- 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

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