Johan Andersson

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Profile

As a person, I'm open, easy going and flexible. I have no problem coping with change. Moreover, I consider myself to be a secure and cool-headed person who doesn't get annoyed about the little things in everyday life. In addition to an extensive computer interest I like to keep my body in shape. I'm fluent in both Swedish and English.

Experience

Rx Labs Engineer - Rubrik

2021 – Present, Remote

Design and development of a Go SDK and a Terraform provider for Rubrik's Polaris software as a service platform.

Senior Backend Developer – Zebware

2016 – 2021, Stockholm

My primary focus has been to design and develop an erasure code algorithm for high performance storage systems. This work spans the full spectrum from designing an intuitive high-level API all the way down to low-level SIMD optimizations in X86 assembly language. Prototyping was done using Python and the final product was implemented separately in both C++ and Go. In addition, as part of the algorithm optimization work, I created a benchmark suite for running synthetic benchmarks and automatically collect and plot the result. The benchmark suite was implemented using Ansible. I'm credited as inventor on three of the patent applications protecting the algorithm and different applications.

Senior System Developer – Leica Geosystems Technology

2013 – 2016, Stockholm

Technical lead and scrum master for the company's office software. The software is used by land and construction surveyors throughout the construction process from data preparation to report generation. The team consisted of 10 developers of which 6 were based in Hyderabad, India. During this time I was also a member of the divisions architecture group, responsible for the divisions continuous integration system and involved as technical representative during recruitments.

Senior System Developer – Hexagon Geosystems

2009 – 2013, Stockholm

Designing and developing the division's future software platform. The platform is now in use by several of the division's products. I participated in both the design phase and the implementation phase. In the design phase I was part of a small team consisting of key people from our divisional sister companies. I was the key architect behind the platform's core libraries. During the implementation phase I led a team of 3 people to implement core functionality. The team's area of expertise was reference model calculations and 3D design data. In addition, I was also a member of the company's technical reference group and involved as a technical representative during recruitments.

System Developer – Svensk Byggnadsgeodesi

2006 – 2009, Stockholm

Developing advanced software for the construction industry within the field of machine control and land surveying. The programs were developed in C++ and the target environment was Windows/Windows CE and Linux. In addition, I was responsible for designing and developing an online license service for our office product. The license service was written in C++ and Java, the data exchange between the different parts was made via XML.

System Developer – SP Produktion

2003 – 2006, Nyköping

Developing database-driven systems for customers in the automotive industry. All systems were implemented in Java and deployed on a Apache/MySQL platform. As a developer you participated in the entire process, from requirement specification to implementation and delivery. In addition to this, I designed interfaces for data exchange between remote systems and automation of print production via XML, XSLT and XSL-FO. Database design and optimization were also common tasks.

Patent Applications

Nov 20, 2017

Method and Devices for a Reduced Repair and Update Erasure Code.
US Patent Application: 20190158120

Mar 22, 2019

M. and D. for Creating Redundant Block Devices using Mojette Transform Projections.
US Patent Application: 20200301781

Nov 25, 2019

Method and Devices for Creating Redundancy and Encryption using Mojette Transform.
US Provisional Application: 62/939,895 filed on November 25 2019

Education

Mid Sweden University – University

1997 – 2003, Sundsvall

Master of science in computer engineering oriented towards computer networks.

Dalregementet – Military Service

1996 – 1997, Falun

Combat engineer squad leader

Domarhagsskolan – Upper Secondary School

1993 – 1995, Avesta

Natural science oriented towards computer mathematics.