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Software Engineer

VICTOR CONNER

I rely on a strong technical foundation to find simple solutions to complex problems. I enjoy big picture thinking, and have extensive experience with distributed systems, observability and architecture.

Work Experience

FEBRUARY 2023 - PRESENT

TV4 - Stockholm, Sweden (Contract)

Tech Lead

We are currently working on a comprehensive reconstruction of the entire TV4 Play platform. The revamped product will feature several tiers, accommodating a diverse range of content from news, clips, and popular AVOD shows, to premium sports content and SVOD movies. I'm the tech lead for the backend team that is responsible for all client integrations. We provide a GraphQL API as well as a websocket gateway to enable real-time notifications and UI updates. An important part of my team's responsibilities is to ensure that our services are built to withstand high bursts of traffic. This is particularly important given the potential influx of users during the broadcasting of high-profile TV shows, such as 'Idol', or major sporting events, like the Champions League.

- Support irregular traffic with high bursts in a cost efficient way
- System architecture and API schema design
- Manage AWS infrastructure, observability and monitoring
- Coding in TypeScript (Node.js) and Go

OCTOBER 2021 - FEBRUARY 2023

Mojang/Microsoft - Stockholm, Sweden (Contract)

Senior Software Engineer

I joined the Bedrock UI team to work on Minecraft Bedrock. Bedrock is the version that has the largest amount of players, and it runs on everything from computers and consoles to phones and VR headsets. My team was the first to adopt an internally built framework that made it possible to rework screens, menus, and other UI elements. These elements could be overlaid on the game and included features like a player's health, map, and inventory. The UI was built with Typescript and React on the frontend, and C++ on the backend. State was being handeld in C++, and the ReactDOM on the frontend was replaced with a custom implementation to keep the number of reconciliations to a minimum. Mojang works really hard to ensure that everyone is able to play Minecraft with their friends. Therefore, the entire framework was built to support screen readers and narration, and our builds were tested regularly by visually impaired players.

- Complex navigation that should support several input methods
- Performance
- Accessibility and narration
- Contributing to internal frameworks

MARCH 2020 - OCTOBER 2021

Klarna - Stockholm, Sweden (Contract)

Senior Software Engineer

I joined the team that was responsible for the dispute and returns experience at the beginning of the pandemic. The financial landscape was changing rapidly and it affected both customers and merchants. This, along with cancelled flights and postponed shipments, led to a surge in both disputes and returns. To ensure the best experience for our customers, as well as a managable workload for the customer service agents, we had to design and implement several new systems. These systems had to be extremely reliable - and at the same time support constantly changing business requirements. Most of our flows were asynchronous and dependant on external events. Payments, refunds, and registered returns are all examples of things that would change the trajectory of a dispute. Some of our user journeys would stretch multiple weeks - and the business logic could change several times during that period. This made observability and monitoring very important.

- Asynchronous jobs with changing business requirements
- Event sourcing and serverless architecture
- Observability and monitoring
- On-call for business critical systems

JULY 2018 - MARCH 2020

Viaplay - Stockholm, Sweden

Senior Software Engineer

Just a few weeks after I joined Viaplay there was a big reorganization. Platform teams were transformed into cross-functional product teams. I joined the team responsible for the entire sports experience. I was the only backender in this team for the first few months. At this time Viaplay owned the rights to the majority of the sport content in Sweden. Everything from Premier League, Champions League and Bundesliga to NHL, NFL, UFC and Formula 1. One of the first features my team worked on was aggregating viewing data to calculate each users most viewed team and sport. We used this data to A/B test different sorting algorithms. I was also part of a small group that rotated on-call responsibilities for all of the systems at Viaplay. The biggest challenges we faced were related to the massive spikes in traffic. Most users would sign in seconds before a high profile event and hit refresh until the stream started.

- Horizontal, vertical, and time-based scaling
- Microservice architecture and implementation
- Refactoring, documenting, and taking ownership of code written by previous teams
- On-call for business critical systems

NOVEMBER 2018 - MAY 2019

Motius - Germany & Dubai (Contract, Remote)

Senior Frontend Engineer

This was the first job I did as a freelancer. I was still working fulltime at Viaplay during the days. I would then work for Motius during the evening, nights, and weekends. I was the only engineer that was working remotely. The rest of my team worked from Germany, and would ocasionally work from the customers office in Dubai. The customer was the Dubai Future foundation where Hamdan bin Mohammed bin Rashid Al Maktoum, the crown prince of Dubai, has an active role. My team was tasked with building a platform for the government where they could post jobs and contracts. Startups could then apply and go through a review process. We were also developing a platform to grant VISAS.

- Building a modern and performant frontend application
- Responsible for the frontend architecture and framework choices

DECEMBER 2018 - APRIL 2019

Tele2/Comviq - Stockholm, Sweden

Backend Engineer / Lead Backend Engineer

I made the move from mobile to backend and web. Shortly there after I was given the opportunity to lead a team of 7 engineers. My team was reponsible for the integration layer between clients and microservices. We also owned the user journeys for purchasing mobile data and activating SIM cards. During this time period we started to move several systems to the cloud. As a lead developer I was responsible for the quality, architecture, and uptime for the systems that my team developed.

- Microservice architecture and development
- Migration from on-premise to cloud
- Configuring continious deployment
- Leadership and mentoring

JUNE 2015 - DECEMBER 2018

Tele2/Comviq - Stockholm, Sweden

Android Engineer / Lead Android Engineer

I started to work at Comviq part-time while I was studying at Uppsala university. I laid the groundwork for one of their mobile applications during my bachelor thesis. I was hired full time as soon as I graduated. Six months later I was promoted to lead mobile development for both Tele2 and Comviq. I got to work with several offshore teams in Kiev, Ukraine. I was the only mobile developer who worked out of the headquarters in Sweden. I would implement a lot of the business logic and authentication code in close collaboration with backend.

- Android and iOS Development
- Lead offshore development teams
- Technical project management

Education & Certifications

2019

Udacity - Cloud Devops Engineer

A program that lasted for 4 months. I was to complete four different projects. The first one was to deploy a static website. The second assignment was deploying a high-availability application using cloudformation. The third was creating a CI/CD pipeline for blue/green deployments. The last project was to deploy a machine learning microservice api using kubernetes. Each project was reviewed and approved by Udacity to earn a certification.

2015

Udacity & Google - Android Developer Nanodegree

A program that was created by Google and presented at the 2015 Google IO. It was a 6 month process of sending in different projects for code analysis and grading. I completed all of the projects which earned me a certification.

2015

Xamarin & Microsoft - Xamarin Certified Developer

During the last semester of my studies I got really interested in mobile development. The majority of my programming courses at the university was in C#. Xamarin used mono to enable .net developers to create mobile applications for both iOS and Android.

2015

Uppsala University - Bachelor Computer Science & Information Systems

I finished my bachelor thesis in the spring of 2015. I did a qualitative study where I compared native and cross platform mobile development. The work I did during my thesis landed me my first fulltime job within tech as an Android engineer.