ERIK BEJSTAM

Software Engineer

www.erikbejstam.com

INTRODUCTION

I'm a software developer with a strong foundation in both engineering and real-world delivery. In my most recent project, I led the development of a technically demanding system integration in Golang. I take ownership from concept to code, adapt quickly to new technologies, and thrive when working hands-on in a team focused on clarity, quality, and impact.

SKILLS

- Java (Maven, Junit, Spring Boot)
- Go
- TypeScript/JavaScript (NodeJS, React, Jest)
- Python (Flask, pytest)
- SQL (PostgreSQL)
- C
- HTML & CSS
- Git
- Github Actions
- Docker
- JIRA
- Figma
- AWS
- Unix shell (Bash)
- Vim
- Nätverksprotokoll: IP, TCP, HTTP, DNS

MERITS

- Project Management (Helena Berggren AB)
- Erasmus grant - Universidad Carlos III

OTHER SKILLS

- Swedish (native), English (GERS C2), Spanish (A1)
- Driver's licence (B)
- Musical bandleader and composer

CONTACT

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REFERENCES

References available upon request.

WORK LIFE EXPERIENCE

Software Engineer
Broccoli Engineering | 2024 - ongoing

Developed a software integration for a centralized security management system, enabling communication with external systems, such as alarm monitoring systems, via a REST API. The integration employs custom protocols on top of TCP/IP, and is implemented in Golang. Besides software, I was also responsible for the architecture, project management, and working with the customer to define and refine requirements.

Bachelor's Thesis
Broccoli Engineering | 2024 - 2024

Developed a mobile app that lets users photograph a parking sign and receive instant feedback on whether parking is allowed in the given situation, using a neural network for analysis. The app was built with React Native, and the neural network was trained in Python using YOLO.

Administrator
Evidia (ex. Aleris) | 2021 - 2024

Handled a range of administrative tasks, including scheduling, managing referrals, and communicating with patients.

Chef
Cojean Paris | 2019

Worked as a chef in a high-paced, high-pressure kitchen at a restaurant near the Arc de Triomphe.

EDUCATION

Chalmers University of Technology, Gothenburg
Bachelor of Science, Computer Science, 2021 - 2024

Real-Time Systems, Industrial Automation, Electrical Circuits, Machine-Oriented Programming, Object-Oriented Applications, Web Applications, Data Communication and Networks, Databases, Data Structures and Algorithms, Functional Programming, Agile Software Development, Statistics, Multivariable Calculus, Discrete Mathematics etc.

Universidad Carlos III, Madrid
Bachelor in Computer Science, 2023

Exchange student

Web Applications, Industrial Automation, Software Engineering, Inclusive Leadership, Introduction to Business, Spanish

Gothenburg University
Theoretical Philosophy A, 2018
Epistemology, early analytical philosophy, logic