Hej

My name is Kim Björkman. I'm a Swedish guy living in Fukuoka, Japan. Software is what i direct my Being into. I have 12 years of total experience, 8 years as a fullstack developer with a focus on frontend.

I build world class software with Javascript and React, but I have classical training in .NET and Computer Science principles amongst other things. I'm one of the foremost experts in the Content Management System called Sanity, and an experienced user of Next.js, Redux, etc.

At my most recent company I've completely overhauled the way we build software. They transitioned from building monolithic .NET apps to smooth, agile applications with modern frameworks and tools - which improved efficiency significantly.



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<u>Check out my portfolio</u> <u>Go to my Github</u> <u>Follow me on Twitter</u>

Hello, I'm Kim

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Work Experience

Lead Frontend Developer

Sunny at Sea | Stockholm, Sweden | 2017 \rightarrow

Responsibilities include keeping up with modern technologies, building web applications and experiences, and mentoring entry to mid level developers.

Designer / Fullstack Developer

Sunny at Sea | Stockholm, Sweden | 2014 - 2017

I started out as a .NET intern. But after noticing my passion for design, in addition to code, I was onboarded as a designer/ developer hybrid. My responsibilities were diverse; anything from creating and ordering printed materials, to designing and developing websites.

Freelancer

Stockholm, Sweden | 2010 - 2014

I started and ran my own business where I mostly offered services as a designer and illustrator.

Education

Japanese Language Degree

ISI Kyoto | Kyoto, Japan | 2018 - 2018

I studied up to the N3 level and reached a basic understanding of Japanese.

Polytechnic Degree - CS

Nackademin | Stockholm, Sweden | 2012 - 2014

Computer Science, .NET, C#, Javascript, SQL, Git, IIS, HTML, and CSS.

Polytechnic Degree - Digital Graphics

Nackademin | Stockholm, Sweden | 2010 - 2012

3D modeling, design, animation, rendering, classical arts, and VFX. The goal was to become staffers in the film or games industry.