

Hanna Nygård Hollström, front-end developer

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GitHub: <https://github.com/hannaholl/>

I have more than six years experience working as a developer in the digital industry. I love the web and am mostly focused on front-end web development but have worked with different technologies throughout my career. I'm passionate about programming and learning, always trying to improve my work.

I'm looking for new challenges in front-end development where I get the chance to work on well designed products while further progressing my skills.

Professional experience

Digital developer at Time Inc. UK - October 2015 to present

At Time I worked on commercial websites for our advertising partners, including the Army, American Express and Jack Daniels, as well as our own brands, mostly NME and marie claire. The job was partly remote and we used Slack to communicate in the team.

Mobile developer at Blackwell's - November 2013 to December 2014

I worked in the digital team at Blackwell's building their new service Blackwell Learning. My main responsibility was to build and look after the native iOS and Android apps. I also helped develop the product concept and hired and managed other app developers.

Interactive developer at Specialmoves - March 2012 to November 2013

At Specialmoves I worked with different technologies, ranging from Flash and front-end to mobile development. I mostly worked on the front-end for client and internal websites and internal iOS and Android apps.

Flash and front-end developer at Sennep - June 2010 to March 2012

At Sennep I worked mostly with the web, building websites in Flash (AS3) and HTML/CSS/JavaScript. Before my permanent role I did a 7-month internship at Sennep, starting in November 2009, as part of my course at Hyper Island.

Education

Digital Media, technology specialisation - Hyper Island, August 2008 - June 2010

Multimedia - Upper secondary school, 2005 - 2008

Relevant skills

Main skills and experience

- Web languages: Javascript (ES6), HTML5, CSS3, PHP
- Gulp/grunt

- SCSS/Sass
- Experience working with Agile methodologies
- Various Javascript frameworks, mainly jQuery
- Jenkins
- Wordpress
- Native Android and iOS development (Java and Objective-C)
- Unit and UI testing for iOS and Android
- Ad development, Google doubleclick

I also have some experience with

- NodeJS and Express
- MongoDB and Mongoose
- AngularJS
- Vagrant
- Silex and Symfony PHP frameworks
- ASP.NET backend environment
- 3D development in WebGL (three.js) and Unity (C#)

Portfolio

Here is a sample of the projects I've worked on in my different roles.

Time Inc. commercial sites

At Time Inc. I built commercial websites using HTML5, CSS3 / SCSS, Javascript and jQuery. We used Wordpress as our CMS and a customised version of the Wordpress API instead of the usual WP frontend for our websites. I also did some backend work in PHP and Silex to integrate with the API.

These are a few of the sites I worked on:

Females in the Army - <http://army.marieclaire.co.uk/>

Jack Rocks - <http://jackrocks.nme.com/>

Amex Invites - <https://amexinvites.nme.com/>

Blackwell Learning

My role: Mobile developer

Tech used: Java, CSS3, Javascript, Objective C, Espresso UI testing framework, Jenkins, SQLite, API integration, AES encryption

At Blackwell's I worked on the Blackwell Learning iOS and Android app. Blackwell Learning is an eReading service mainly built for students. My responsibility was to build both the iOS and Android app from scratch and later on hire and manage other app developers.

On the website you can buy eBooks which you can read in a browser or on your iOS or Android device. In the apps the user can login to download and read their books, both PDFs and ePubs.

I worked closely with the UX and graphic designers to come to the best solutions for both platforms, and with back end developers to work out the API and DRM system for the apps to use. We also had automated UI tests setup with Jenkins to run every time the apps were updated.

Santa goes solo, flash game

Game: <http://work.sennep.com/santa-goes-solo/>

My role: Flash developer

Tech used: Actionscript 3, Flash

This was a christmas campaign we did at Sennep for Checkland Kindleysides. It's a game built in Flash with ActionScript 3. I was the sole developer on this project and worked together with a designer on the idea and gameplay.

Wordpress theme and plugin

Blog: <http://hannahollstrom.se/travels>

My role: Front-end developer

Tech used: Javascript, HTML5, CSS3, PHP, Google maps JS API, responsive design, Wordpress

I designed and built a Wordpress theme for my own blog. I'm using HTML5 and CSS3 for the front-end and PHP to integrate it with Wordpress. In addition to the blog I wanted to show the places I've travelled on a map, this can be seen on the blogs map page: <http://hannahollstrom.se/travels/map/>. I used the Google Maps API and Javascript to create a map that takes a bunch of locations and displays them, and then built it into a wordpress plugin so that I could add places I visit from the wordpress admin.