



CHRISTINA LJUNGBERG

Software Developer and Architect

PROFILE

Software developer and architect with long experience from delivering business-critical IT projects in primarily the automotive and travel industries.

Curious in areas like clean code, domain-driven design and event-driven architectures.

Believes that teamwork is the key to success.

CONTACT

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LINKS

WEBSITE:
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LINKEDIN
<https://www.linkedin.com/in/christina-ljungberg-88062827/>

KEY SKILLS

- Languages: C#, Javascript, HTML5, CSS
- Frameworks: reactjs, redux, react-native
- Databases: SQLServer, MongoDB
- Cloud: Azure
- Tools: Gatling (load test), Git
- Other: Clean code, clean architecture, microservices
- Methodologies: DDD, CQRS, Event sourcing

MOST RECENT ROLES

Systemite – Software Developer and Architect

2019–

Architect for the client-side of a business-critical, global collaboration and configuration product for the automotive industry. Responsible for defining a new target architecture and led the team to incrementally implement the next generation of the system.

Responsible for defining and implementing high volume performance tests in Europe and China to simulate real use case-based logs and user statistics. The work was instrumental in closing a major business deal. Responsible from the tech side and met with the customer in China.

Dotnet Mentor – Software Developer

2017–2019

Building hotel management, room availability and pricing modules for an international travel booking system. The system is based on CQRS and event sourcing. A completely new booking system, with requested features and high code quality was delivered within time plan.

Primalogic – Software Developer and Architect

2014–2017

Providing a technical roadmap, building a new planning client and event-sourcing based service for planning and route optimization. Development of a new mobile app. The new planning client and planning mobile app gave the customers possibilities to perform their work much more effectively, thus saving time and money.

MOST RECENT ROLES (CONTINUED)

Volvo IT – Software Developer and Architect

2013–2014

Design and development of a user experience portal that automatically adapts to different user types. The portal was built to dynamically handle 3000 widgets for 150 000 users globally. The portal widgets were designed to enable 100 parallel developers. In this part of the project a POC was delivered, to verify the concept and technology that was new at this time. Later, a full version was developed and rolled out internationally.

Stena Line – Software Developer

2011–2012

Development of a new messaging service for all messages (mail, SMS, fax, etc.) in Stena Line's freight system. The service was handling messaging templates, subscribers and channels. 500 000 messages were processed each year, improving the way the business can communicate with their customers.

Volvo IT – Software Developer and Architect

1995–2011

Responsible for defining development patterns within the Microsoft area and spreading the knowledge to Volvo's development community, via education and social networking.

Software architect and developer for several systems, mainly new development, in different areas of Volvo Group, e.g., purchasing, product cost calculation, quality journals, e-business, warranties, time reporting and conference room booking.

EDUCATION

Karlstad University

1990 - 1993

B.Sc. Information systems design

INTERESTS

Study groups

Arranged study groups at Volvo, leading the .Net architect community, but also on and off in almost every job or assignment.

Hackathon

Arranged two hackathons at my latest assignment, there was a lot of fun! [Read more!](#)

Workshops and Conferences

Participation in workshops and conferences within a wide range of areas, e.g. functional modelling, domain-driven design, azure, JavaScript.

Blogging

Writing [blog posts](#) about architectural and coding ideas that I get during my daily work.