Dag Erlandsen

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Senior front-end developer (2009 – Now)

I've worked almost exclusively for Gyldendal Norsk Forlag on the Multi products (teaching mathematics for children) where I developed an in-house HTML5 based framework for making web-based games and exercises (js, canvas, webGL, Node.js). The last few years I've also worked with React (ts, js) on code bases from multiple developers/programming styles and have spent more than 1,5 years on upgrading a lot of the interactive Multi content to satisfy the accessibility law requirements in Norway. I also did some .Net C# development, scripting for building and deployment and using 3rd party tools for monitoring. In my spare time I've spent about 1000 hours playing around with machine learning making an AI based (Python, NumPy, TensorFlow) system for controlling virtual creatures using physics simulations (Bullet physics engine) and Unreal Engine 4 (C++, GLSL) for rendering.

Full stack developer (2000 – 2003)

I worked on several projects on the whole stack of Microsoft technologies. I also did some Enterprise Java development on-site for Barclays Bank in Bournemouth/England on a massive project developing their corporate banking solution.

Games developer (1994 – 1998)

I joined Funcom when I was only 19 while Funcom was still a small company. I worked on a Sega Mega Drive game (Motorola 68000 assembler code, C, novel game consoles hardware), R&D to build a novel 3D engine (C++, Direct3D) and in the web games division (Java applets).

Education

University of Oslo (2004 – 2008)

I studied physics and mathematics with an emphasis on courses that would benefit me when doing machine learning development. Graduate (B.Sc.) with grades top 20%.

I recently moved back to Oslo after staying in Asia and are available to work on-site in the Oslo-region or doing remote work from Oslo.

My strongest qualifications now are front-end development, preferably using React, but I enjoy working on the whole stack and love learning new programming languages.

I have a keen eye for design and UX and are able to do junior-level design myself which I feel is beneficial when working with designers and when doing prototyping.

I'm self-driven with a strong sense of responsibility and can work independently for a long time keeping steady daily progress. I've also worked under scrum regimes with medium sized teams and on very big projects with developers from around the world.

When I'm not programming, I love to study Asian languages. I've studied both Khmer and Thai and want to learn even more languages after I get fluent in these.