Stephanie Munck

Freelance Software Developer
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Profile

I have worked with web development since 2002, at companies such as payment service gateway DIBS, online publisher Issuu and medical training provider Laerdal. I have a solid theoretical foundation with a MSc in Computer Science from the University of Aarhus, combined with a pragmatic view on development from years of practical experience. In the game development industry, I gained additional experience working with complex systems and large creative teams.

Experience

2015—   : Freelance Software Developer, Stephanie Munck

Mercell Group (16 months, 2020-2021)
- Research and prototyping authentication solution for Mercell Group
- Work with Terraform, Amazon Cognito, Auth0 as well as Typescript, NodeJS
- Tech lead on introducing group wide SSO based on Auth0

Innovasion (10 months, 2019-2020)
- Maintaining existing Java/AngularJS/Mongo platform
- Introduce agile methodology

NordicJS Stockholm 2019
- Participation in conference in Stockholm, September 2019

Laerdal Copenhagen (18 months, 2018-2019)
- Research, design and prototype REST API
- Research and prototype server-side rendered Next.js/React app
- Design and implementation of GraphQL API with Elasticsearch backend

React Day Berlin 2017
- Attended conference in Berlin, December 2017

Eluence (3 months 2016 og 3 months 2017)
- Frontend development of SPA in React with Webpack, Semantic UI, ES6
- Backend development, Rails 5.1, Heroku (dual buildpack with Node.js and Ruby)
- Elasticsearch setup with Geodata with Docker images

Angular Connect 2016
- Attended conference in London, September 2016

Indblik Inc. (10 måneder 2016-2017)
- Frontend development of React components for Rails MVC i ES6
- Frontend development, visualization of network graphs in D3.js

- Backend development, Rails with PostgreSQL

Actimizer (3 måneder 2015-2016)
- Consulting on development process
- Frontend development rewriting ASP.NET MVC to Angular 1

2017—2017: CTO/Senior Software Developer, Indblik Inc.
Interim CTO, architect, lead developer (frontend and backend) on web platform providing an analytical method that functions as an alternative to questionnaires or interviews, allowing organisations to uncover important questions within specific groups. The platform also provides tools for visualisation and analysis of the raw data.

Technology: Rails, jQuery, D3.js, a few React components, Git

2012—2015: Senior Software Developer, Cape Copenhagen
Architect, developer (frontend and backend) and operations on a search engine pipeline (including web crawler, metadata enrichment and search interface) for data pertaining to public licitation projects in Denmark and the EU.

Architect, backend developer and operations on game servers, covering user management, data collection, localisation, versioning and game state handling.

Technology: Rails, HTML, Heroku, Javascript (jQuery, D3, Node.js), Solr, CSS, Facebook Authentication, Git/SVN

2009—2012: Senior Software Developer / Project Lead / Team Lead, Issuu
Backend development for a social, online publishing platform on a large scale. Handling millions of documents, hundreds of cloud servers on AWS.

Frontend development on minor components.

Team lead during transition to scrum. I helped set up and implement changes to the development process as the Issuu team grew from 10 to 60 people.

Technology: Python, Java, Javascript (Node.js and jQuery), CSS, Erlang, AWS, Git

2006—2009: Game programmer, Deadline Games
Game programmer on several unpublished AAA-titles, incl. 'Faith and a .45'. I worked with systems involving physics, planning AI and menu setup, as well as detail oriented work and gameplay programming. Tools programmer during transition to new in house game engine.

Technology: C++, TNT, inhouse game engine

2002—2006: Software udvikler / team lead / technical lead, DIBS
Development (frontend and backend) of payment service, incl. integration with new payment solutions, feature development, data modeling, assisting support and external projects. Team lead for the entire development team.

Technical lead on external projects, with clients such as Øresundsbron.

Preparations for PCI certification with responsibility for the code base and user interface.

Technology: C++, PML, HTML, Javascript

Education   **2003: MSc in Computer Science, University of Aarhus**

Keywords

- Unix, Linux, Mac OS X, Windows
- Javascript, Ruby, Python, C/C++, Erlang, Java, Perl
- HTML, CSS, Sass, LESS, JQuery, Rails, Angular (1+2), NodeJS, D3.js, React
- PostgreSQL, MySQL, SimpleDB, MongoDB, Redis, SQLite
- Solr, RabbitMQ, Elasticsearch
- Docker
- Apache, Nginx, HAProxy, Heroku
- Amazon EC2, S3, SES, SQS, EBS, SimpleDB, Lambda, EC2 Container Service
- Git, CVS, Perforce, Subversion
- JSON, XML, Soap
- Evolutionary Algorithms, Lindenmayer systems, physics simulation systems.

More information

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