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| Christopher Nohall  Software Developer |  | A dedicated programmer that is motivated to find good solutions for complex problems and who enjoys learning new concepts and adapting the latest technologies. |
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| Experience |  | Education |
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| 2019 - Current  Developer and Tech Writer Nohall Solutions  I have been working with both front-end and back-end to create web apps, mainly using the MERN-stack. My latest project was to create an e-commerce site and to work on all parts of the project, including design, usability and scalability. The client wanted users to be able to browse the site on their mobile devices, so it was key to use responsive design. I have also worked on game projects in Unity and as a writer for the British tech-oriented website Kitguru.  2016 - 2019  Software Developer FastCastings  When working for FastCastings, I worked with three.js to develop software that could quickly analyze 3D files in the browser. The software was aimed towards costumers that wanted to manufacture products through CNC or casting. My role was to create fast and reliable ways of identifying different features of 3D models in order to calculate the production cost.  2015 - 2016  English Teacher Qingdao 65th Middle School  Working as a teacher thought me how to prepare lesson plans and how to speak in front of a big group. It also helped me to organize content in a simple and logical structure. |  | 2009 - 2010  Civil Engineering  Royal Institute of Technology  2013 - 2015  Chinese Linguistics  Dalarnas Högskola |
| Skills |
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| Creativity  Leadership  Organization  Problem solving  Teamwork |
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