

# Teodor Fredriksson

## Fullstack Developer

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**Location:** Stockholm, Sweden

[Portfolio](#)

### Profile

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Experience with both agile and solo projects related to Mobile apps, Web development, and Game development. I get energy from design & development, from inception to user experience and technical implementation. As a person I'm curious and enjoy picking things apart to learn about them. I'm used to being a problem solver and proactively push projects forward, for example by creating specialized AI-agents to automate relevant processes.

### Tech Stack

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**Programming Languages:** C#, C++, PHP, SQL, JavaScript,

**Web Technologies:** WordPress, HTML, CSS, Tailwind, Bootstrap

**Framework & Runtimes:** .NET, ASP.NET Core, NodeJS, ExpressJS, React, React Native

**Tools & Platforms:** Azure, Git, Firebase, Postman, Virtualized Linux Environments, Figma, Trello, Miro

**Cybersecurity:** Cyber Kill Chain, Risk & Threat Assessment

**Methodologies:** Agile, Scrum

### Work Experience

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**Web Development Consultant, Part time - Journalistic Web Magazine** **Sep 2023 – Sep 2025**

- Updated internal policies for GDPR compliance and accessibility based on WCAG 2.2.
- Worked together with an external web agency to migrate web content using WordPress.
- Developed and designed e-commerce & campaign websites affiliated with the magazine, using PHP to create custom made WordPress templates.
- Generated 2k+ visitors on the campaign site during launch day, exceeding expectations by 1.5k.

**Backend Developer Internship - Redmind AB** **Sep 2022 - May 2023**

- Restructured existing JavaScript codebase in order to optimize processing performance of the clients mobile application.
- Analyzed benefits and drawbacks of implementing Prisma ORM in order to enhance data mapping.
- Reduced response times between database and mobile application from ~5s to ~0.8s by optimizing data handling in the ExpressJS layers and testing in Postman.

**Various Positions, Full time - Ica Kvantum AB**

Vicarious Store Manager

**Jan 2019 – Nov 2021**

Deputy Sales Manager

**Sep 2018 – Nov 2021**

Bread & Bakery Manager

**Sep 2018 – Sep 2020**

Frozen Food Manager

**Sep 2017 – Sep 2018**

Drinks Manager

**Aug 2016 – Sep 2017**

- Improved customer perception of store cleanliness ratings from 3.0/5 to 4.8/5 by implementing stricter cleaning schedules and training staff on sanitation standards.

- Reduced monthly food waste from an average of 19% to 12% by updating bake-off management guidelines.
- Raised employee satisfaction ratings from 3.8/5 to 4.4/5 through personalized competency progression plans.

## Projects

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<b>Denet - OS Simulation Horror</b>	<a href="#">Itch.io</a>	<b>Jan 2025 - Feb 2025</b>
<ul style="list-style-type: none"> <li>• Responsible for implementing UI, dynamic event-based audio triggers, main boss encounter, enemy and companion AI, world building prefabs, “password-locked file”-system and debug tools used by both designers and programmers.</li> </ul>		
<b>Somnium - 3D Dungeon Crawler</b>	<a href="#">Itch.io</a>	<b>Oct 2025 - Nov 2025</b>
<ul style="list-style-type: none"> <li>• Responsible for planning and implementation of technical games’ systems such as combat, AI behaviour, in-game upgrades, player HUD, UI and accessibility features.</li> <li>• The game won Futuregames award for ‘<b>Best Debut Game</b>’</li> </ul>		
<b>Automated Home Irrigation System</b>	<a href="#">GitHub</a>	<b>June 2025 - Sep 2025</b>
<ul style="list-style-type: none"> <li>• Smart Home Irrigation System MVP built with C++, Arduino and custom-designed circuit boards.</li> </ul>		
<b>Low-code Database Management Software</b>	<a href="#">GitHub</a>	<b>Mar 2023 - June 2023</b>
<ul style="list-style-type: none"> <li>• Low-code application designed to simplify the process of creating databases published alongside a thesis discussing potential benefits and concerns using Low/No-code applications from an enterprise perspective.</li> </ul>		

## Education

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<b>Futuregames:</b> Game Programming	<b>Sep 2025 – Ongoing</b>
<b>Nackademin:</b> Cybersecurity Course	<b>Mar 2025 – May 2025</b>
<b>Newton Vocational College:</b> Vocational Degree, .NET Development	<b>Aug 2021 – June 2023</b>

**Awards:** ‘Best Debut Game’ 2026 (**Futuregames Awards**), Best Thesis Project 2023 (**Newton**); Outstanding Instructor Recommendations (**Newton, Nackademin**)

## Language Skills

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**Swedish:** Native  
**English:** Professional

## Interests & Activities

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**Music:** I love making music, and have been playing guitar on and off for the past 10 years. Ever since the game Expedition 33 was released I’ve been on a mission to add their OST to my repertoire.

**Game Development:** Game development encapsulates most of my day-to-day interests, and has become the perfect playground for me to experiment with different programming concepts, music, creative storytelling and math.

**Body Control Exercise:** Exercise has always been a huge part of my life. Since I discovered the sport of climbing in 2015 I have fallen in love with exercise that features a social aspect while still pushing me as an individual to understand my physical limits, and how to improve them.