

Joakim Bergman

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PROFILE Software engineer living in Stockholm, Sweden. Enjoys functional programming, architecting systems, scaling services and designing usable APIs. Likes being challenged and gaining new experiences. Loves music.

WORK EXPERIENCE · **Spotify** (March 2016–present)

· **Senior Software Engineer, Data & Insights** (September 2019—present)

On the experimentation platform helping teams make better decisions through a/b-tests and rollouts. Focusing mostly on designing and building a system for defining and producing metrics through SQL (BigQuery, Beam SQL and ClickHouse) and other higher level abstractions, and analysis of experiment results.

· **Software Engineer, Data & Insights** (March 2016—September 2019)

Big data pipeline orchestration and scheduling. Supported teams migrating their on-premises Hadoop pipelines to Dataproc, Dataflow & BigQuery, on Google Cloud Platform (GCP). Worked on open-source projects [Luigi](#) and [Styx](#) and operated big kubernetes clusters with interesting scaling problems.

· **Dagens Nyheter** (November 2015–February 2016)

· **Software Engineer** (November 2015–February 2016)

Worked on a system to aggregate content from several CMSs into one unified backend using Java, Groovy, Scala, Akka and Elasticsearch.

· **Edgeware** (November 2013–October 2015)

· **Technical Lead** (September 2014—October 2015)

Architecture and technical strategy for the management system of a video streaming product. A fault-tolerant, distributed system written in Python/Twisted, ZooKeeper, RabbitMQ and MariaDB, running on-premises at telcos and big media companies.

· **Senior Software Engineer** (November 2013—September 2014)

Worked on said management system.

· **Arcticmill** (October 2012–September 2013)

· **Software Engineer** (October 2012–September 2013)

Built and operated backends for mobile games using Node.js, MongoDB and RabbitMQ. Games were Unity/C# and I wrote the integrations to the backend and some game code. Monitoring and statistics with Splunk and Google Analytics.

· **Videoplaza** (June 2010—April 2012)

· **Platform Software Engineer** (August 2011—April 2012)

Operations, development and systems architecture towards scalability and internal services API usability. Researching and evaluating different technologies, languages and frameworks.

· **Software Engineer** (September 2010—July 2011)

Worked backend to frontend, full stack, in Java with GWT (Google Web Toolkit), Hibernate, Spring, MySQL and MongoDB. Implemented the first HTML5 video ad player for mobile and lead the switch from subversion to git, holding seminars and training sessions in git to ease transition.

· **Teaching assistant, Python, Kungliga Tekniska högskolan** (2008)

· **Software Engineer, contract, various places** (2006—2010)

I worked part time while studying, at places such as Business Vision, CitySounds.fm, DevCore, Klarna and Extenda.

EDUCATION · **Kungliga Tekniska högskolan (KTH)** (ongoing since 2004)

MSc Computer Science, Theoretical Computer Science.