

Christoffer Hammarström

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Passionate Guru, Responsibility Taker, Driving Force.

I am a software development expert, a programmer to the bone, with three decades of programming experience.

Professionally, nearly two of those decades have been spent in full stack development of web and game backends in Java. Taking charge of everything, development and tools, processes and releases.

I love solving the complicated problems that nobody else is able to, and I take great pride in doing the best job I can, with code that works as well at release, as when somebody needs to change it years later.

Gamer Geek, Medieval Nerd, Musical Dork.

I grew up on the island of Gotland in the Baltic Sea, and moved to Stockholm in January 2012.

I am a Medieval Week archer, a strategy/puzzle/adventure gamer, a fledgling Lindy-Hopper, an avid CouchSurfing host, a struggling guitarist, an uncanny Lebowsky-lookalike, and a terrible Disney Karaoke-singer

Professional Experience

Senior Developer, King

April 2013 – Present

Teacher, mentor, core contributor, organizer.

At King I develop and teach courses in Java 8, Git, and Subversion.

I am usually the first person you ask when you need help with any Java, Version Control, IntelliJ IDEA, Build automation, or other tool-related problems.

I am one of the most prolific contributors to the Core King Libraries and Platform.

I took responsibility for the distribution of Facebook direct messages for all games for the CRM team.

I am part of the King Board Game Club, and organize board game nights.

Candy Crush Saga

April 2013 – January 2014

I worked on the backend of, and performed the releases for the most played computer game in history.

I was teaching myself programming in Flash ActionScript to fix broken releases, while losing hundreds of dollars per second.

I was the Code Quality representative for Candy Crush, driving the introduction of Continuous Integration, Unit Testing, and Code Reviews.

On top of this and many other things, i helped manage AB-tests and worked on tools for testing and level design.

Pepper Panic Saga, Farm Heroes Saga

London, February 2014 – July 2014

I lived in London for six months, working as backend developer on Pepper Panic Saga and Farm Heroes Saga, and ad hoc Swedish cultural attaché for the London office.

Royalgames.com

Augusti 2014 – July 2016

After coming back home to Stockholm from London, I went to the team of Royalgames.com, the legacy of King.

Among many things, I structured the project so game developers could do their job with less assistance, I managed game releases, removed 10 years worth of unused code, and replaced the Credit Card payment integration system.

I worked on both the frontend and backend for two years.

The last six months of which as the only remaining team member, as the project was winding down, and everyone else left.

King Streaming Platform

Augusti 2016 – Present

After Royalgames.com, I went to the Streaming Platform team (“SPLAT”).

We build internal King tools for real time data processing of our Kafka queues, dealing with millions of events per second, from all King games.

I implemented a Groovy DSL for data events filtering and aggregation.

I read white papers to keep myself up to date on the latest in real time data processing algorithms.

Software developer, Skatteverket**September 2007 – March 2013**

Development, deployment, administration, and support of development tools, test frameworks, test automation, build automation, configuration management, continuous integration, version control bridging, and organization-internal frameworks.

Developer for minameddelanden.se, a site for distributing electronic messages, intended as a replacement for paper mail to Swedish citizens.

Held talks about various technologies.

**Software developer och technical advisor,
Riksföreningen för Handvävning
(Swedish National Association of Handweavers)****2006 – Present**

I spend some of my spare time developing the web site riksvav.se for free, including custom CMS in Ruby on Rails, and supporting two dozen regional editors.

Software developer, imCode AB**December 1999 – September 2007**

Main developer and architect for the imCMS Content Management System, for mostly local governments and the public sector, e.g. gotland.se and www.hassleholm.se.

Development, deployment, administration and support of backup, development tools, version control, bug tracking, build automation, and continuous integration.

Systems administration for about a dozen Linux and Windows servers.

Held talks about various technologies.

**Software developer - consultant,
AB Svenska Spel, via imCode****March 2001 – December 2001**

Developed synchronization with Statens personadressregister (SPAR, The Swedish Population Register) for Svenska Spels new customer database, in C++, working as a consultant via imCode.

Private experience

I got my first computer, a Commodore 64, on my seventh birthday in 1986. Using it I taught myself Commodore Basic and 6510 Assembler.

Later I graduated to PC, and taught myself x86 Assembler, QuickBasic, C, C++, and played with various more or less esoteric programming languages, e.g. TADS and QuakeC.

I built a simple 3D engine and wrote a paper about it, for math class in third grade of gymnasiet (high school).

I use Linux exclusively on all my private computers from 2000 to present day, starting with Slackware. I later switched to Debian for easier package management and more available software.

I've spent huge amounts of time over the years, configuring and experimenting with many Linux-based technologies, e.g. network and firewall configuration, web servers, file servers, database servers, email servers, version control servers, RAID, Docker, systemd, kernel patches, kernel options, getting hardware to work reliably, getting modern games to work reliably, customizing source code for various software, and much more.

In 2002 I built a personal home page, including a blog, image gallery, and a wiki, where I published personal programming projects, home built Slackware packages, and various Linux and programming related information.

I'm interested in functional programming and have experimented with Haskell and different dialects of Lisp, e.g. Scheme, Emacs Lisp, and Rep.

I like working on development tools, and i write plugins for IntelliJ IDEA.

