

CV

DAVID LINDECRANTZ
770211-3213



ABOUT

i'm a programmer, designer and architect who gets kicks from making sense of complex systems and building intriguing concepts and products in the crossroads of human experience and new technology.

my overarching skill and ability is facing new problems and environments with the presumption that i'll do great work and learn something interesting along the way.

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UPDATED

20200915

1998- FORM SPACE ANALYSIS

self-employed consultant. since 1998 i've been working in software development, user experience, design, media production, visualization, writing and tutoring for a broad range of customers.

2013-2018 TEENAGE ENGINEERING

technical designer. ux and development roles on the OP-Z and OD-11 products. ground up design and lead developer on custom web publishing and e-commerce platform.

2012-2013 KVARNSTRÖM ARKITEKTKONTOR

architect. urban/building planning, drafting and visualization.

2009 WINGÅRDH ARKITEKTKONTOR

architect, internship. technical drawing, model building, visualization and in-house tutoring of new modeling techniques.

2004-2005 E.ON

software engineer. lead developer and designer on an application for data visualization and verification, serving as a bridge between legacy and SAP platforms.

2003-2004 IDG MEDIA

writer and photographer at games magazine PLAYER1.

2000-2003 ACNE

game developer on the web games initiative NETBABY WORLD.

1999-2000 LIGHTYEARS

frontend web developer. mainly working on intranet solutions for the ericsson corporation.

1998-1999 EXIGO

web designer and developer. mainly working on e-commerce and campaign sites for nokia and microsoft.

1997-1998 MAGAZINE

web designer and developer on online magazines for IDG, microsoft, ericsson, et cetera.

EDUCATION

2006-2013 CHALMERS TECHNICAL UNIVERSITY

masters degree in architectural design.

2009-2010 CZECH TECHNICAL UNIVERSITY

masters programme in architecture.

1996-1997 LJUD & BILDSKOLAN

web developer.

1994-1996 PEDER SKRIVARES GYMNASIUM

science programme.

XP

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SKILLS

HIGH LEVEL

learning and absorbing new programming languages, systems, techniques and frameworks. while i'm expert in rather few things, i've done advanced work in a very wide range of areas and it is a big advantage when i approach new "unknown" challenges.

making messy information sensible, intuitive, and even attractive. a key skill for information and ux design work, and a great asset when doing teaching or even programming work.

an understanding of computers, operating systems and programming languages at a low level. having obsessed over computers, games and other interactive technology since before school-age, i've picked up an intuition for how it works, or should work when it doesn't.

i enjoy working in teams and the processes that come with it, but as a freelancer i can also go off alone and come back with a completed asset, component, program or product.

PROGRAMMING

web development from the early years of the web up to today. proficient in javascript, typescript, CSS, node, frameworks like react and vue, and the build systems, bundlers and transpilers to make it all work.

proficient in C, C++, Obj-C and related languages for app, tool and plugin development. i enjoy the control and performance a compiled language gives, and would love the opportunity to get more closely acquainted with "newcomers" like rust and swift with future projects.

python for most integration, analysis, conversion and data piping needs.

C# and .NET, mostly for writing applications using the unity engine.

special interests include: image and sound manipulation, interactivity, ui library code, performance optimization and low level hacking/reverse engineering (often on game consoles like SNES, Game Boy or PlayStation).

MEDIA PRODUCTION

during my many years of experience as a graphic/web designer, architect and freelancer i've gained expertise in many aspects of media production and software, including the adobe suite, cinema 4D, AutoCAD and ableton live. and being a programmer, more often than not i've developed plugins or workflow enhancement for the apps i use.

ACCOMPLISHMENTS

TE WS-02

the web design and publishing app used at teenage engineering from 2015 up until today. a complete design tool and CMS written in typescript, with a custom UI widget framework and fully client-side run time DOM and style manipulation.

1-BIT CAMERA

an iOS camera app fully embracing the monochrome aesthetics of macintosh system 7. the app was a minor hit when launched in 2012, reaching the top spot in the photography category on the app store for a day or three.

e.ON M2

while doing consultancy work at e.ON in 2004, i identified and sold in the need for an application to make sense of the immense data volumes accessed through their then new SAP installation. the result was a native windows application that was fast and flexible yet intuitive, which was then in use with only minor updates for at least ten years.