

Björn Blomberg

Embedded Systems Developer

Software developer with a broad technical profile

Cover Letter

I am looking for embedded and system-near roles where software needs to be dependable, understandable, and closely aligned with the platform it runs on. My background in C, C++, Linux, and Raspberry Pi-related work has given me a strong interest in engineering problems where hardware awareness and software quality meet.

Across both studies and professional work, I have used Git, Bash, Linux, and Python extensively, and I am comfortable understanding how systems behave below the surface. That makes me well suited to environments where implementation details, operational behavior, and technical constraints all need to be considered together.

I bring a structured way of working, clear communication in teams, and a genuine drive to keep growing in low-level and system-oriented development. That is why embedded roles are a natural fit for my next step.



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Profile

Björn is a passionate developer with just over 3 years of experience in full-stack software development, working both independently and as part of larger teams. Alongside web and cloud-oriented systems, he has also worked with embedded and system-near development where robustness, hardware awareness, and Linux experience matter.

During his studies at Blekinge Institute of Technology, he worked with C and algorithm implementation, and across both academic and professional assignments he has used Git daily for more than five years. He has also built solutions around Raspberry Pi and home automation with a strong embedded focus. At CGI, he complemented that background by developing Python-based systems that interacted with external APIs and real-world operational data.

He brings an engineering mindset that combines technical depth with clear communication and initiative. That makes him a strong fit for embedded roles where software quality, system understanding, and practical collaboration are equally important.

Work History

Nortic, Fortnox importers 2023/09 to 2024/04

Björn worked on integrating Nortic's internal systems to export transactions to the Fortnox platform.

The solution used AWS services, including Lambda functions and MQTT-based queue flows, to optimize and parallelize the workflow.

He also contributed to Google Wallet and Apple Wallet ticket exports so users could present tickets directly on their devices.

Tekniker: Java, Node.js, TypeScript, JavaScript, Python, HTML, CSS, Git, Bash, Linux, and serverless AWS

CGI, Server Manager Client 2023/08 to 2023/09

Björn was the sole developer for a project that handled server functionality ranging from service monitoring to file retrieval interfaces.

The user interface relied on scalable vector graphics for usability and visual clarity.

Development followed the full CI/CD process from implementation through delivery.

Tekniker: Node.js, TypeScript, JavaScript, Vue 3, HTML, CSS, Git, Bash, Linux, and SVG



Qualifications

- Networking
- Problem-solving
- Software design
- Agile workflows
- Server maintenance
- Linux / Bash
- Assembler AT&T / GNU
- C / C++ / C# / Objective-C
- Java / JavaScript / .NET
- Python / Go
- HTML / CSS / PHP / SQL
- Spring Boot / Gradle
- Unit testing
- Integration testing
- Windows Subsystem for Linux

Tools and Software

- Jira
- Git
- Visual Studio
- Android Studio
- IntelliJ
- Eclipse

Languages

- Swedish
- English

Technical Specializations

- Frontend development
- Backend development
- Linux and DevOps
- CI/CD

CGI, Blekingetrafiken Bus App 2023/08 to 2023/08

Björn handled the entire process from CI/CD and implementation to testing and release.

The application used Blekingetrafiken's API to improve commute planning to and from the CGI office.

Tekniker: Python 3, Git, Bash, Linux, Docker, and Jenkins

CGI, Flexmeister 2023/06 to 2023/08

Björn contributed to a web client and REST API for more efficient flex-time logging and management.

The server side was designed to support future client types without redesigning the core architecture.

The project followed a complete CI/CD workflow.

Tekniker: Python 3, Git, Bash, Linux, Docker, and Jenkins

CGI, Student Project with BTH, Software Developer 2020/02 to 2020/06

Together with his team, Björn built a drawing management system for the navy.

The project used agile workflows and Jira, with implementation in Java, Spring Boot, unit testing, and integration tests.

Tekniker: Java, JavaScript, Spring Boot, Visual Studio Code, Gradle, Git, Jira, unit testing, and integration tests

SIGMA, Web and Software Development 2019/02 to 2019/07

Björn worked with his team on a transportation system for Karlskrona municipality that is used for transport booking.

He contributed as a full-stack developer with an emphasis on testing and front-end development.

Tekniker: JavaScript, Dart, Node.js, Gradle, MariaDB, Azure, Google Cloud, Git, React.js, Maven, and Docker

Sjoberg Prime, Server Manager and Software Developer 2014/01 to 2014/08

Björn set up Linux-based development servers and created iPhone prototypes.

He was also responsible for internal servers and services.

Tekniker: Java, Bash, Objective-C, MySQL, XCode, Linux, Git, and Jira

Simrishamn Municipality, IT Department 2011/03 to 2011/09

Björn developed the municipality's reporting system for home care, primarily in .NET.

Tekniker: MySQL, .NET, JavaScript, Visual Studio, and Git

Crunch Fish, APU and Android App Development 2009/01 to
2010/01

Björn worked on a music-focused Android application and contributed to prototypes for future projects.

Tekniker: Java, XML, HTML, and Android Studio

Education History

Software Engineering Bachelor's degree, Blekinge Institute of Technology 2017 - ongoing

Technical Preparatory Year Bachelor's degree, Blekinge Institute of Technology 2015 - 2016

Java Development Vocational training, 1 year, Malmö 2014 - 2015

Linux System Specialist Vocational training, 2 years, Helsingborg 2012 - 2014

Linux system structure, virtualization and clustering of services, user management in Linux environments, and web server management and maintenance.

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Skills Table

Skill	Years	Proficiency
Technical knowledge		
C++	6	Nivå 3
C	2	Nivå 2
C#	2	Nivå 2
Objective-C	1	Nivå 1
Linux	8	Nivå 4
Bash	8	Nivå 4
Unit Testing	3	Nivå 3
Integration Testing	2	Nivå 2
Load Testing	2	Nivå 2
Assembler AT&T	3	Nivå 3
Azure	1	Nivå 1
Spring Boot	1	Nivå 2
Java	2	Nivå 3
JavaScript	3	Nivå 3
.NET	1	Nivå 1
Python	1	Nivå 2
Go	1	Nivå 1
HTML	8	Nivå 3
CSS	8	Nivå 2
PHP	1	Nivå 1
SQL	3	Nivå 2
Docker	1	Nivå 2
Chat-GPT	1	Nivå 2
MongoDB	1	Nivå 2
PostgreSQL	1	Nivå 2

Skills Table

Bootstrap	1	Nivå 2
Jenkins	1	Nivå 1
Maven	1	Nivå 1
Gradle	1	Nivå 1
Windows Subsystem for Linux	3	Nivå 3

Skill	Years	Proficiency
Application knowledge		
Eclipse	1	Nivå 2
Visual Studio	10	Nivå 3
Android Studio	1	Nivå 2
IntelliJ	3	Nivå 3
Git	5	Nivå 3

Skill	Years	Proficiency
IT disciplines		
System development	3	Nivå 3
Software development	6	Nivå 3
Embedded software development	1	Nivå 3
CI/CD processes	3	Nivå 3
Agile ITIL workflows	3	Nivå 3

Skill	Years	Proficiency
Languages		
Swedish	30	Nivå 4
English	25	Nivå 4

Proficiency level: 1 = Basic, 2 = Intermediate, 3 = Advanced, 4 = Expert