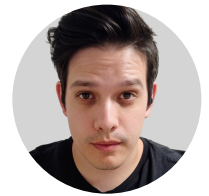


# CHRISTOPHER VIKNER

## Mobile Software Engineer

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📍 Skövde, Sweden    🌐 github.com/ClockWise89    in linkedin.com



## EXPERIENCE

### Founder and Principal Consultant

#### Christopher Vikner AB

📅 Aug 2023–Present    📍 Skövde, Sweden

Freelance iOS & Android Native Developer

- Obj-C, Swift, Kotlin, Python

As of May 2023, I've embarked on an entrepreneurial journey by establishing my own consultant firm. With nearly a decade of hands-on experience in mobile app development, I'm dedicated to assisting clients in realizing their visions in the mobile app space.

### iOS & Android Native Developer

#### Sleep Cycle AB

📅 Aug 2017–Aug 2023    📍 Gothenburg, Sweden

- Growth & App Experience
- Obj-C, Swift, Kotlin, Java, SQL, Python

Sleep Cycle is an app to track the user's sleep pattern in order to help them tackle sleep problems. The app started out as an alarm clock, which listens in on your sleep and tries to analyse at which sleep stage you are in and at what time. This data makes it possible for the app to evaluate the quality of your sleep, which in turn makes it possible to predict when would be the best time to wake you up for you to feel the most rested.

Over the years the app grew to be so much more than an alarm clock, and the last couple of years the app has exploded with features, design updates, and even complete design overhauls. The app has truly become a tool set to use for tackling issues with your sleep, or just keep track of it to notice deviations from your sleep patterns - and what might have been the source for these deviations. Sleep Cycle is the most advanced sleeping app on the market with millions of daily users, and they just keep growing.

When I joined Sleep Cycle I was the ninth employee, and we were only 5 developers at the time, which means that I've been working on various features, underlying systems, and external frameworks. My first 3–4 years I spent in the app experience team, which basically meant new features implementations. I was later asked to join the Growth team and help out on Android instead, and that's what I've been doing the past years. In Growth, we focused on marketing, analytics, remote configs, reviews, conversion metrics, backend, and B2B.

## PERSONALITY



### Open & Creative

No matter if it's through problem solving or creating new things, being creative is an important part in who I am, and a necessity for me to thrive.



### Thorough & Humble

Highly independent and thorough, but humbled towards the fact that I'm not all knowing - and no one else is either.



### Sociable & Helpful

Socially I enjoy an informal setting the most, because I feel that's when people tend to be themselves. I find it rewarding being the person others come to for help, thus I'm usually the first one to volunteer to do precisely that.

## PROGR. LANGUAGES



### Expert

Swift    SwiftUI    Obj-C    Kotlin



### Sufficient

C#    C / C++    SQL    Python



### Elementary

Java    HTML    CSS

## TECH. FAMILIARITY



### Libs / Frameworks

Leanplum    Amplitude  
DirectX10/11    Firebase  
Google Analytics    App Store  
Google Play Store  
Huawei App Gallery



### Tools

git    VSCode    JIRA + Confluence  
Trello    Pivotal    Xcode  
Android Studio    Unity



### Methodology / Other

Agile    Event-Driven    TDD  
3D

## EXPERIENCE

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### Frontend Developer, Co-owner

#### CYBM

📅 Feb 2017–Mar 2018

📍 Gothenburg, Sweden

- Development & Project Management
- **Swift, Java**

Together with five others I co-founded CYBM where we were working on a social platform focusing on challenges within exercise and fitness. The user would create, join, and watch challenges, while sharing them with the world. We called the service OneWin and launched an app on both App Store and Google Play Store. Unfortunately, the project did not acquire the traction needed to sustain its costs.

After two years of development, we decided to close the project down and the apps were removed from their respective platforms, and at which point I decided to leave the company to focus on other projects.

### iOS Native Developer

#### HiQ AB

📅 Sep 2014–Jun 2017

📍 Gothenburg, Sweden

- iOS Software consultant, developer
- **Obj-C, Swift, HTML, PHP, CMS, Java**

HiQ is a larger consultant company where they help other companies digitalize themselves, or improve their already established digital world. This means that HiQ has their fingers in pretty much every industry and with an impressive range of clients.

During my time at HiQ I have worked with around 10 different clients of various sizes with projects just as varying. Since I am under a non-disclosure agreement I can't really speak freely about these clients or their projects, but I am allowed to mention some of them by name: Mölnlycke Healthcare, Volvofinans bank, Volvo, Parkeringsbolaget, Göta Lejon, just to mention a few. The projects have all been towards mobile development, or in some cases internet of things, where Objective-C and Swift have been the primary focus.

The role I have had during these projects have mostly been as a frontend developer, and in most cases I was also the only developer since the majority of the projects had a development cycle ranging between a few weeks to a few months. But the two longest projects I have been a part of each spanned about a year, where I was a junior developer in one, and senior developer in the other.

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### Testing & Development, Co-owner

#### Mjölknir Games

📅 Aug 2013 – May 2014

📍 Karlskrona, Sweden

- Extracurricular "school project"
- **Unity3D, C#, SCRUM, Business development**

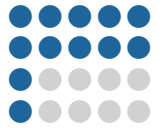
This was a start-up game development studio with a group of friends from school. To this day, this is the most valuable experience I've ever had professionally. Since we were all still full time students, and most of us working on our thesis, it was organisationally challenging and showcased how important it is that every one in the team shares the same vision and commitment. We struggled with how to start a business, how to design, build, and market a product, while at the same time spending 40 hours a week on a master's thesis.

In total, we were nine people where our combined efforts resulted in a cross-platform puzzle-game inspired from the old Amiga game Pipe

## LANGUAGES

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Swedish  
English  
German  
Spanish



## EDUCATION

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M.S.E in Games & Software Engineering (unfinished)

**Blekinge Institute of Technology**

📅 Aug 2009 – June 2014

## PAPERS

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Natural Language Generation for descriptive texts in interactive games

**Blekinge Institute of Technology**

📅 Nov 2013 – June 2014

## REFERRALS

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**Viktor Åkerskog (ex Supervising Manager)**

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**Johan Wigmo (ex co-worker)**

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**Pontus Munck (ex co-worker)**

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☎ (+46) 725 51 50 30

Mania, which we built in Unity. The title was [Way of the Knight](#) and was released on both App Store and Google Play Store.

The game was never intended to be a bestseller, but rather a way for us to experience what it takes to take something from an idea to a finished product.

## NOTABLE PROJECTS

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### Development

#### [Hello Space](#)

📅 Jan 2013 – Aug 2013

📍 Karlskrona, Sweden

- School Project
- **C++, SCRUM, Game Engine Development, DirectX**

In the fourth year at college, we had a 5 months long project where we were to build our own game pretty much from scratch. No game engines were allowed, so we used DirectX and C++ to program everything from input handling to rendering pipelines, to shaders, and OBJ-loaders. We were 6 people working on this project full time, and we created a prototype for a [pseudo-MMO space simulation game](#) featuring social web integration where you could research new components for your ship, attack other player based clans by sending AI ships, and manage your clan.