

**NIKLAS COLLIN**

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**MAIN COMPETENCES**

- Mobile and embedded development (e.g. Nokia Series 60 / UIQ)
- Web development
- Telecommunication service development (e.g. SMS systems)
- Database development
- Communication and network development (e.g. TCP/IP, mail)
- Advanced GUI development
- Systems Integration

**CAREER HIGHLIGHTS**

- Mobile game **NanoKid** won the **Sony Ericsson Game Developers Challenge 2004**, Game spot **The Mobies 2004 "Best indie"**-award and nominated for **Swedish Game Awards 2005 "best mobile game"** along with **Nintendo Zelda** and other high profile games. It was still the **most downloaded** mobile game in **Chinese history** in 2006.
- Co-founded the **award-winning mobile game developer** and distributor **Pocket Panic** in 2003 ([www.pocketpanic.com](http://www.pocketpanic.com)).
- Co-founded the consultancy firm **Inventive Business Technology** in 1998 and **Inventive Mobile Technology** in 2003 ([www.inventive.se](http://www.inventive.se)).

**EDUCATION**

**Royal Institute of Technology, M.Sc. Computer Science (1996-2004), grade point average: 4,6 out of 5,0.**

**University of California, Irvine (Scholarship, 1999-2000)**

**Universitat Politècnica de Catalunya, Spain, Master's thesis (2002)**

The thesis involved creating a **time-series prediction model** for a waste water treatment plant using support vector machines (<http://www.inventive.se/niklas/mastersthesis/>).

**LANGUAGE SKILLS**

- Swedish Native speaker
- English Native speaker
- Spanish Competent speaker

## **PROJECT EXPERIENCE (1996-2007)**

### **Inventive (1998-2007) [www.inventive.se]**

#### **2007**

##### **Mobile Content E-commerce (Nokia Digital Content site)**

NOKIA [www.nokia.se] / DAYTONA

TECHNICAL DESIGNER / DEVELOPER

PHP / PL/SQL / ECLIPSE / SVN / ORACLE / APACHE / UNIX

DURATION: 2 MONTHS

Developed a site for sales of a diverse set of mobile content (ring tones, logos, games and more) including administration interface for adding and removing content and update product information and prices.

##### **E-commerce integration**

NOKIA [www.nokia.se] / DAYTONA

SYSTEMS ARCHITECT / DEVELOPER

PHP / PL/SQL / ECLIPSE / SVN / ORACLE / APACHE / UNIX

DURATION: 2 MONTH

Integrated e-commerce site Smarto with Nokia Scandinavian web sites to automatically keep product prices and information updated and products made available for sale on Nokia's web site.

##### **Nokia Toolbox**

NOKIA [www.nokia.se] / DAYTONA

TECHNICAL DESIGNER / DEVELOPER

PHP / PL/SQL / ECLIPSE / SVN / ORACLE / APACHE / UNIX

DURATION: 2 MONTHS

Developed site for sharing information and files associated with Nokia products, campaigns and news between Nokia and its partners.

##### **Product Information Mobile Site (Nokia Imaging Site)**

NOKIA [www.nokia.se] / DAYTONA

DEVELOPER

PHP / PL/SQL / XHTML / ECLIPSE / SVN / ORACLE / APACHE / UNIX

DURATION: 1 MONTH

Developed site intended for mobile phone browsers providing downloadable applications, information on accessories and tips and tricks on mobile features.

#### **2006**

##### **Online gambling transaction server**

P2P GAMING AB

SYSTEMS ARCHITECT / DEVELOPER

PYTHON / SQL / ECLIPSE / MYSQL / UNIX

DURATION: 7 MONTHS

Designed and developed a scalable, high volume, high availability, transaction server to log game transactions and issue money transfers to update player balances based on game results. The system was required to be easily integratable with a wide variety of external partner gambling systems in use on the Chinese market.

### **Personalized Product News (Nokia Mobile Alert)**

NOKIA [www.nokia.se] / DAYTONA

TECHNICAL DESIGNER / DEVELOPER

PHP / PL/SQL / ECLIPSE / SVN / ORACLE / APACHE / UNIX

DURATION: 2 MONTHS

Developed system to send personalized emails to subscribers containing product news on current and newly released Nokia phone models. The service was very successful and highly acclaimed internally at Nokia.

## **2005-2004**

### **Sea O'Fortune, Nokia mobile massively multiplayer online game (MMMOG)**

NOKIA [WWW.NOKIA.COM] / JADESTONE

LEAD CLIENT DEVELOPER / TECHNICAL DESIGNER

SERIES 60 / EMBEDDED DEVELOPMENT / ECLIPSE / JAVA / J2ME / NOKIA SNAP

DURATION: 9 MONTHS

Development of a persistent online game client, in particular graphics and network components and the players' favourite part of the game, the head-to-head real-time sea battle component using Nokia's online game platform SNAP. Game was available, as of 2006, on Nokia Series 60 smart phones.

### **NanoKid, Mobile game**

POCKETPANIC [www.pocketpanic.com]

LEAD CLIENT DEVELOPER / PROJECT MANAGER

SERIES 60 / SERIES 40 / EMBEDDED DEVELOPMENT / VISUAL C++ / JAVA / J2ME / MATLAB / MFC /

SOUND, GRAPHICS AND PHYSICS PROGRAMMING

DURATION: 5 MONTHS

Design, implementation and management of a mobile platform game called "*NanoKid*" and an advanced GUI game editor. NanoKid's advanced graphics and puzzles lead to several prestigious awards (see career highlights).

## **2004**

### **Ghostblade, Mobile game**

NOKIA [www.nokia.se] / DAYTONA

LEAD CLIENT DEVELOPER / PROJECT MANAGER

SERIES 60 / SERIES 40 / EMBEDDED DEVELOPMENT / JAVA / J2ME / MATLAB /

SOUND, GRAPHICS AND PHYSICS PROGRAMMING

DURATION: 4 MONTHS

Design, implementation and management of a mobile platform game called "*Ghostblade*". A variety of tools were developed including a language and a compiler for defining game content.

### **Media impact tracking system**

NOKIA [www.nokia.se] / DAYTONA

DEVELOPER

PHP / PL/SQL / ECLIPSE / SVN / ORACLE / APACHE / UNIX / PDF / EXCEL

DURATION: 2 MONTHS

Web based system for input and analysis of media impacts/events. Functionality included server generated graphical PDF-files and excel sheets for use during presentations such as marketing campaign debriefings.

### **Personalized e-mail mass distribution system**

NOKIA [www.nokia.se] / DAYTONA

SYSTEMS ARCHITECT / DEVELOPER

PHP / PL/SQL / ECLIPSE / SVN / SMTP / MIME / ORACLE / APACHE / UNIX

DURATION: 3 MONTHS

Design and implementation of a mail system for customer personalized bulk e-mail such as press releases and product launches. Key design issues were performance and stability. The system got rave reviews internally from Nokia Sweden which relies on this system to alert customers of new mobile releases among other things.

## **2003**

### **GPS positioning and messaging smart phone application (mainly Series 60)**

TRUSTLINK

APPLICATION DESIGNER / DEVELOPER / PROJECT MANAGER

SERIES 60 / UIQ / SYMBIAN / C++ / CODEWARRIOR / TCP/IP / GUI / GPS / NETWORK PROGRAMMING

DURATION: 10 MONTHS

Design and implementation of a mobile positioning and instant messaging application using GPS. The application visualizes the location of field workers on a map display and allows a central operator to send and receive messages of varying priorities. Implementation included a server application.

### **Digital Rights Management Packager**

SONY ERICSSON [www.sonyericsson.com] / TRUSTLINK

APPLICATION DESIGNER / DEVELOPER

VISUAL C++ / MFC / OMA DRM / GUI AND ENCRYPTION PROGRAMMING

DURATION: 2 MONTHS

Design and implementation of a Digital Rights Management Packager that protects mobile content using data formats and encryption according to OMA DRM.

## **2002**

### **SMS mass distribution system**

ABEL & BAKER / NOKIA [www.nokia.se]

SYSTEMS ARCHITECT / DEVELOPER

PHP / PL/SQL / SMPP / ORACLE / APACHE / UNIX

DURATION: 3 MONTHS

Design and implementation of a system for SMS mass distribution (batches of over 100,000 recipients) using an Internet based SMS Central. This project involved a deep understanding of SMS architecture in general and the protocol SMPP in particular, as well as advanced UNIX programming in order to handle performance and robustness issues.

### **RSA encryption implementation**

NOKIA [www.nokia.se] / ABEL & BAKER

TECHNICAL DESIGNER / DEVELOPER

SHOCKWAVE / LINGO / RSA-ENCRYPTION PROGRAMMING

DURATION: 2 MONTHS

Implementation of an encryption algorithm (RSA) in Lingo for Shockwave based applications to prevent users from sending false or invalid competition results to the web community Club Nokia.

**2001**

**Java ring tone creator service**

INVENTIVE [[www.inventive.se/dualmelodymaker](http://www.inventive.se/dualmelodymaker)]

APPLICATION DESIGNER / SYSTEMS ARCHITECT / DEVELOPER

JAVA / J2EE / JBUILDER / APPLLET PROGRAMMING / WEB SERVICE INTEGRATION

DURATION: 2 MONTHS

Design, implementation and marketing of a mobile service whereby a web user can create their own ring tones. This service was based on a Java applet and made available through several large web sites in Sweden including the Swedish MSN portal, Msn.se.

**Swedish government web platform (regeringen.se)**

CROSS INTERNET [[www.crosscom.se](http://www.crosscom.se) / [www.regeringen.se](http://www.regeringen.se)]

SYSTEMS ARCHITECT / DEVELOPER

SOLARIS / NETWORK SETUP / NIS / NFS / DNS / MAIL / APACHE / ORACLE8 / SQUID / PERL / SHELL SCRIPT

DURATION: 2 MONTHS

Implementation of a distributed UNIX-platform for the Swedish government web site in an effort to increase security and performance.

**Java ring tone creator applet**

NOKIA [[www.nokia.se](http://www.nokia.se)] / ABEL & BAKER

APPLICATION DESIGNER / DEVELOPER

JAVA / SQL / JBUILDER / APPLLET PROGRAMMING / ADVANCED GUI PROGRAMMING

DURATION: 6 MONTHS

Development of a Java applet and SMS solution as well as database programming for a marketing campaign for Scandinavian Club Nokia where web visitors could create their own ring tones and send them to their mobile phones.

**Automated music generator**

MTV EUROPE / ABEL & BAKER

DEVELOPER

PHP / PL/SQL / ORACLE / APACHE / UNIX / MUSIC SYNTHESIS / WEB PROGRAMMING

DURATION: 1 MONTH

Design and implementation of the automated music generation component that powers the award winning web application MTV Hitmaker, where a web visitor was allowed to create his or her own virtual band. By choosing a music style and writing a short lyric, music was generated by combining a virtually created musical sequence with a synthesized vocal singing the lyrics.

**AI-driven marketing campaign**

NOKIA [[www.nokia.se](http://www.nokia.se)] / ABEL & BAKER

TECHNICAL DESIGNER / DEVELOPER

PHP / PL/SQL / ORACLE / APACHE / AI AND WEB PROGRAMMING

DURATION: 1 MONTH

Design and implementation of an Artificial Intelligence engine for a database driven marketing campaign at [www.nokia.se](http://www.nokia.se).

**2000**

**Sound effect management application**

UCI [[www.uci.edu](http://www.uci.edu)]

APPLICATION DESIGNER / DEVELOPER

VISUAL BASIC / VISUAL STUDIO / SOUND AND ADVANCED GUI PROGRAMMING

DURATION: 3 MONTHS

Design and implementation of a real-time system for easy sound effect playback used in sporting events.

**RISC-processor programming language**

UCI [[www.uci.edu](http://www.uci.edu)]

DEVELOPER

JAVA / COMPILER PROGRAMMING

DURATION: 2 MONTHS

Design and implementation of a high-level language (similar to Pascal) compiler for a RISC-processor.

**1999**

**Database integration**

PALETTE SOFTWARE & CONSULTING AB [[www.palette.se](http://www.palette.se)]

TECHNICAL DESIGNER / DEVELOPER

SQL / MS SQL SERVER

DURATION: 4 MONTHS

Palette, a company developing software for apartment markets, initiated a collaboration with Sweden's number one apartment advertisement newspaper. The goal of the project was automate the flow of information regarding available apartments between the Internet servers of the two companies.

**Construction and real estate management system**

SWECO PROJEKTLEDNING AB [[www.sweco.se](http://www.sweco.se)]

SYSTEMS ARCHITECT / DEVELOPER / PROJECT MANAGER

VISUAL BASIC / SQL / MS SQL SERVER

DURATION: 2 MONTHS

Design and implementation of an application for information management within the construction and realty businesses for one of Sweden's largest construction consultancy companies.

**Development platform investigation**

DSV, STOCKHOLM UNIVERSITY [[www.dsv.su.se](http://www.dsv.su.se)]

DEVELOPER

JAVA / J2EE / ASP / SQL / IIS / MS SQL SERVER / MS VISUAL INTERDEV / WEB PROGRAMMING

DURATION: 2 MONTHS

Investigation and recommendation of the best possible development platform for an Intranet for Stockholm's University.

**Mediahouse AB (1998) [[www.mediahouse.se](http://www.mediahouse.se)]**

**Content management system**

DEVELOPER

DURATION: 6 MONTHS

JAVA / J2EE / ASP / SQL / MS SQL SERVER / VISUAL INTERDEV / WEB AND APPLLET PROGRAMMING

Worked primarily with the development of E-drum, a content management system.

**Palette Software & Consulting AB (1997) [[www.palette.se](http://www.palette.se)]**

**Phone customer service system**

TECHNICAL DESIGNER / DEVELOPER

VISUAL BASIC / SQL / MS SQL SERVER / GUI AND SERIAL COMMUNICATIONS PROGRAMMING

DURATION: 4 MONTHS

Redeveloped BoForum Talsvar, a system that allows customers to find available apartments using phone touch keys.

## TECHNOLOGIES

On graded sections the following scale is used:

- 5 = Excellent knowledge
- 1 = Some knowledge

### Programming languages

	Grade	Years of experience
▪ Java	5	10 years
▪ Python	5	2 years
▪ C++	4	3 years
▪ PHP	5	6 years
▪ Perl	4	2 years
▪ JavaScript	5	6 years
▪ Visual Basic	5	2 years
▪ SQL / PL/SQL	5	7 years
▪ Matlab	5	2 years

### Platforms / Standards

	Grade	Years of experience
▪ Nokia Series 60	4	2 years
▪ Eclipse	5	3 years
▪ J2ME	5	3 years
▪ J2EE	3	1 year
▪ JBuilder	5	3 years
▪ Visual Studio	4	1 year
▪ Codewarrior	4	1 year
▪ Apache	5	6 years
▪ CVS / Subversion	5	4 years
▪ Visual Source Safe	4	2 years
▪ SMPP (SMS protocol)	4	6 months
▪ Oracle / MySQL / MS SQL Server	4	6 years

### Operating systems

	Grade	Years of experience
▪ Symbian	3	1 year
▪ Microsoft Windows 95/98/NT/2000/XP/Vista	5	15 years
▪ UNIX (Linux, FreeBSD, Solaris)	4	10 years