Curriculum Vitae

PERSONALIA

Name: Jarle Matland
Location: Amsterdam
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Email address: jarle.matland@gmail.com
Date of birth: 26th of January, 1984
Nationality: Norwegian

LinkedIn: https://nl.linkedin.com/in/jarle-matland-7039988

EDUCATION

11.2016 - 02.2017	**Android Bootcamp, The App Academy, Amsterdam** 3-month intensive programming bootcamp to learn mobile development, with the focus on Android and Java
02.2016 - 05.2016	**iOS Bootcamp, The App Academy, Amsterdam** 3-month intensive programming bootcamp to learn mobile development, with the focus on iOS and Swift
08.2008 – 06.2009	**Master of Engineering** **Norwegian University of Science and Technology (NTNU)**- Trondheim, Norway *Concentration: Engineering & ICT with special focus on Reservoir Engineering* *Master Thesis:* Optimisation of Work Processes and Technology related to Reservoir Management and Well Planning

WORKING EXPERIENCE

10.*2010 – 02.2015*	**Production Technologist (PT)** **Nederlandse Aardolie Maatschappij BV (Shell)** - Assen, Netherlands
09.2009 – 10.2010	**Production Technologist (PT)** **Norske Shell A/S (Shell)** - Stavanger, Norway *Responsible for the optimised production and safety of oil and gas wells*
09.2008 – 07.2009	**Technical Assistant** **Center for Integrated Operations NTNU** - Trondheim, Norway *Provide technical assistance with collaborative work environment and VR lab.*

MOBILE DEVELOPMENT SKILLS

Experience with iOS (Swift) and Android (Java)

Prototyping with Marvel and Sketch

Implementation of UI/UX designs

Testing & debugging

Git, GitHub, SourceTree & Trello

Scrum project methodology

EXTRA CURRILUCAR ACTIVITIES

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01.2005 – 07.2009	**Trainer, Course Organiser** **BEST Trondheim - Board of European Students of Technology** - Trondheim, Norway *Member of the student organisation BEST, involved in fund raising, PR, event organising (organised a 2 week course for 30 international students about Integrated Operations in the petroleum industry) and soft skill trainer*

INTERESTS & LANGUAGES

Norwegian	Mother tongue
English	Fluent
Dutch	Medium

Sports	Running, swimming, fitness, climbing, hiking
Other	Books, travelling, entrepreneurship, photography, improv theatre

The App Academy Code Challenge (iOS)
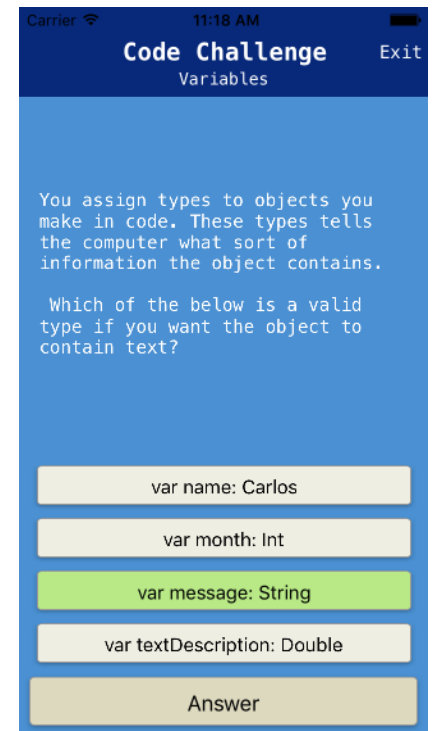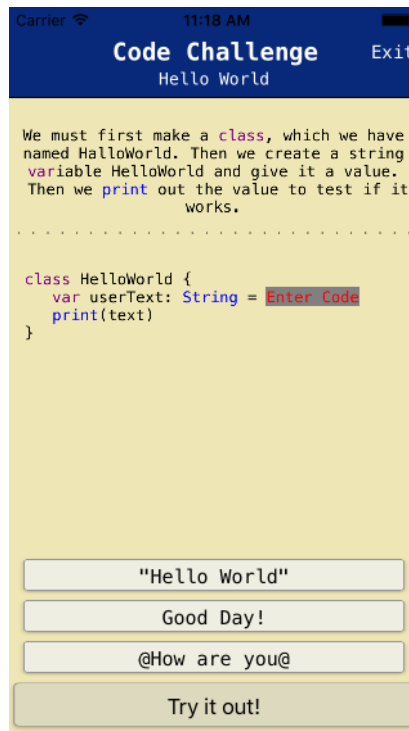
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Product Owner:	Martijn Wuite, The App Academy, Amsterdam	
Concept:	The Coding Challenge is a coding tutorial app for The App Academy. The purpose of the app is to make people interested in coding by providing fun and challenging tutorials that showcases what you can do when you can code. It is not meant to teach users *how* to code, but to give them the feeling of achievement when they have finish a tutorial and something shows up on the screen. If a user gets excited about coding and wants to know more then there will be information about how to become an iOS Developer through The App Academy.	
Timeframe:	5 weeks, the final project at the iOS Bootcamp with The App Academy	
Features:	- Animated main menu - Interactive tutorials: the user can input code and "run", with visual display of the result - The "code" text will automatically format to look like a code editor from a regular string - Quiz to test the users knowledge - Retrieve tutorials and quiz from JSON files - FAQ about The App Academy with news about upcoming courses and links to social media	
Frameworks:	TextKit, NSTextStorage	
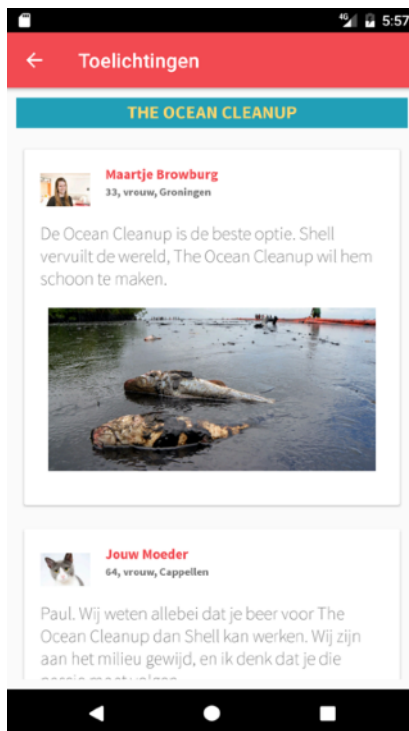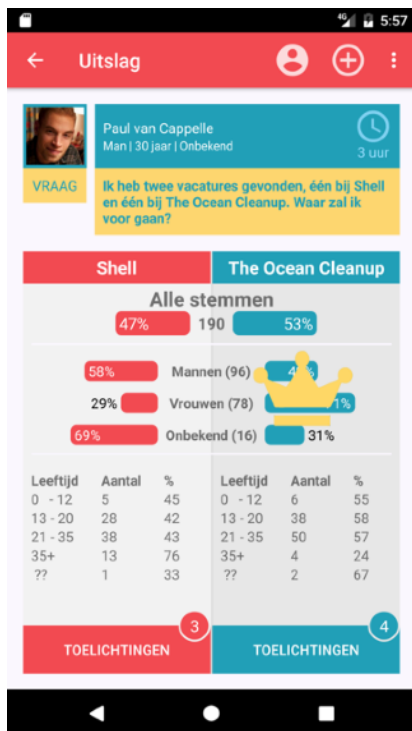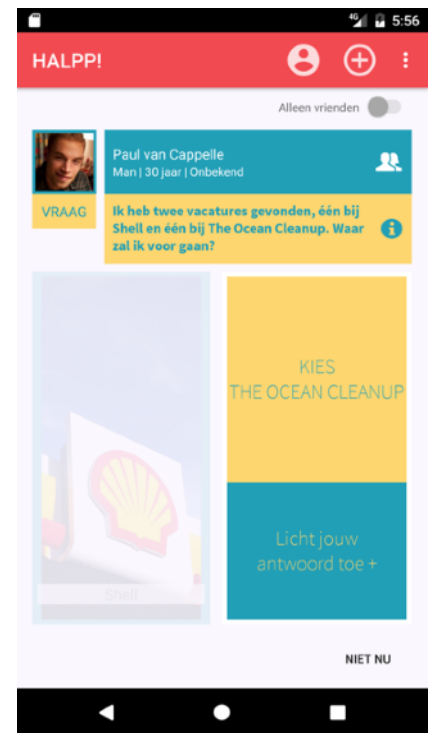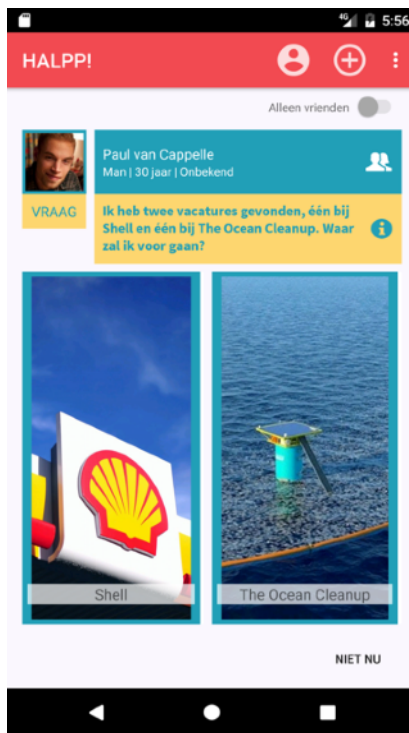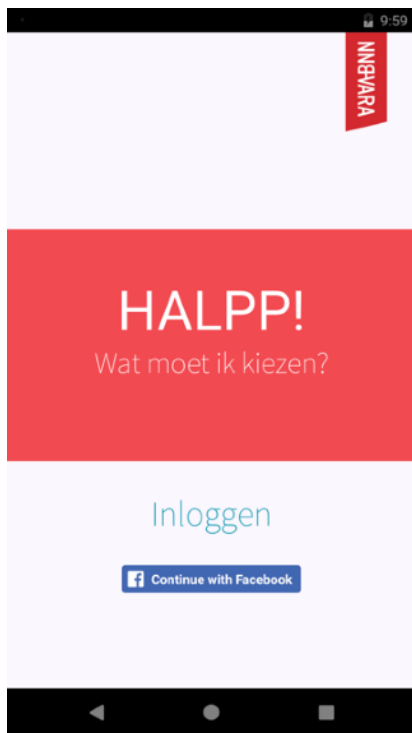
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Product Owner:	Lydia Polak, BNN-VARA, Hilversum
Concept:	HALPP! is a proof-of-concept app made for the television-company BNN-VARA. The idea of the app was thought of at BNNVARA in a Google Design Sprint (1 week), and then it was made over the next 5 weeks. The purpose of the app is to help people make choices in life. If a person has a dilemma, whether serious or non-serious, they can post their dilemma and ask people to help them make a choice. The people responding can choose to simply answer the dilemma with their preferred option or they can also add content (photos or articles) to support their choice.
Timeframe:	5 weeks, the final project at the Android Bootcamp with The App Academy
Features:	- Facebook login = retrieve name, age, location, friends from Facebook - Dilemma page - choose dilemma, add content, skip, see only Facebook friend's dilemmas - Add/view extra content (photo from camera, gallery or google images) + links to BNN content - Make new dilemma - add pictures, add target group (friends/everyone), deadline - See results and added content - demographics of the result (men/women/location/age)
Libraries:	Retrofit, Glide, SwipeLayout, RecyclerView, Facebook SDK
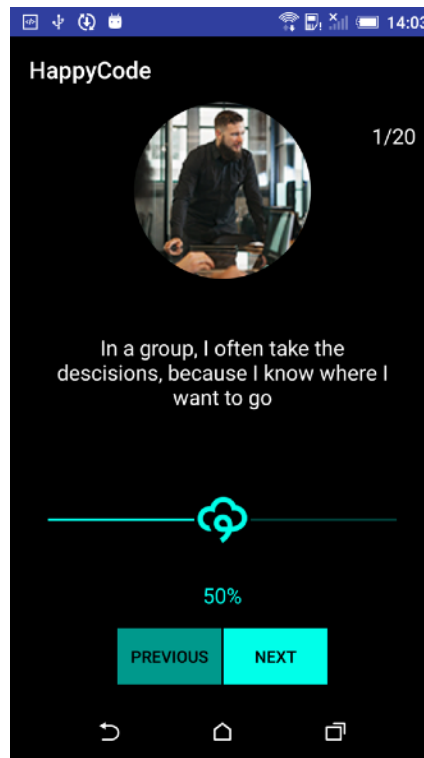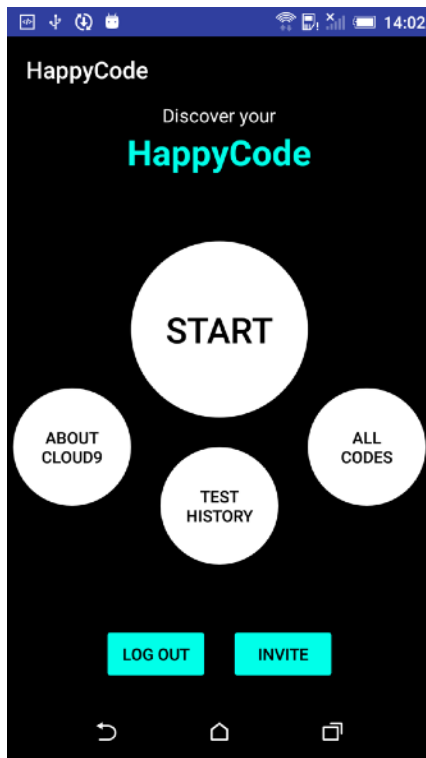
Concept: The HappyCode app is based on a game and website from NJR/Cloud9. Users are asked 20 questions and need to rank these from 0 - 100%. This will result in a HappyCode for each user, which correlates to their personal top 3 strengths. These strengths can be leader, storyteller, unifier etc. It will give the user a overview over what his strengths are and how he should use these strength in his or her life to be happier and more fulfilled, both personal, academic and professional. The user can also ask friends and family to take the test for them.
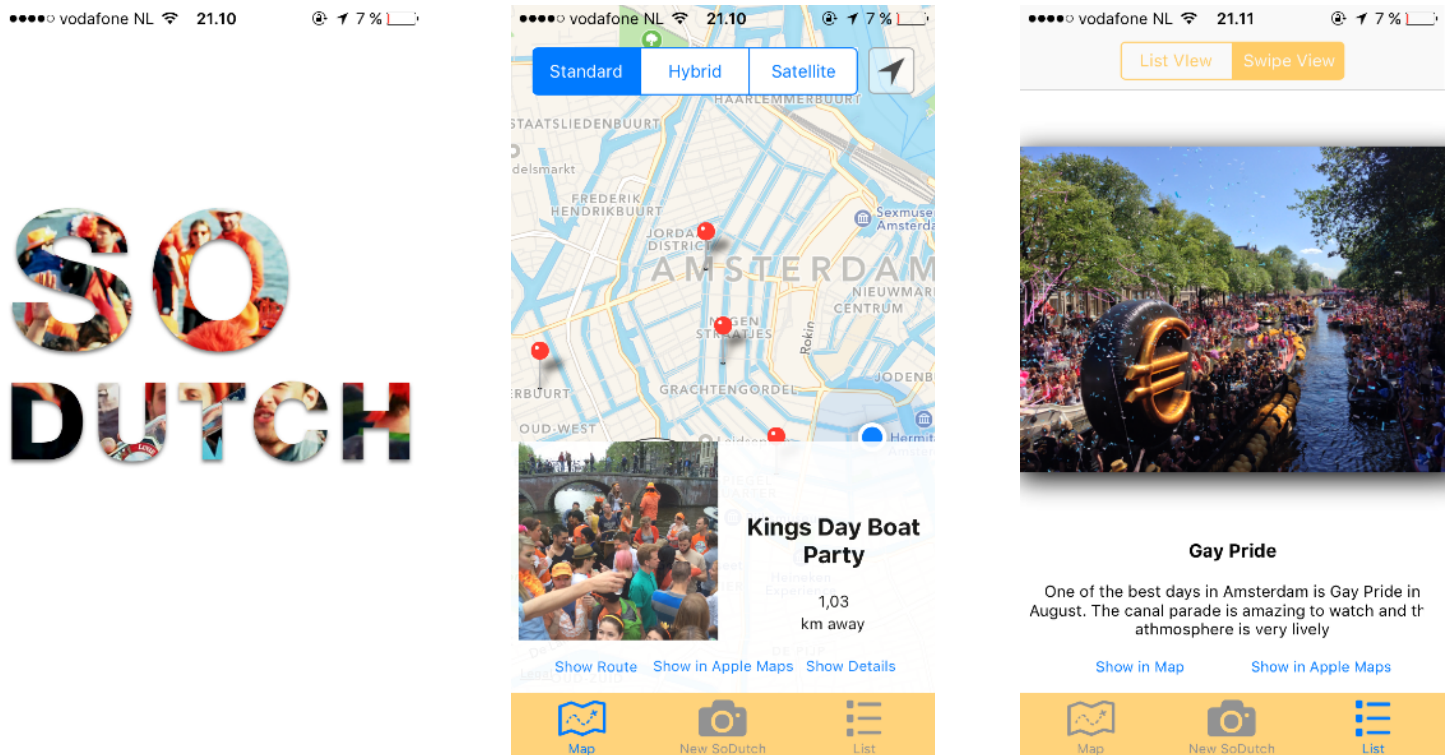
Timeframe: 3 weeks, the first project at the Android Bootcamp with The App Academy

Features: - 20 questions that will determine the users strengths
- Result page with description of Top 3 strengths. Results are saved/retrieved with Firebase
- Overview over all strengths and info about NJR and Cloud9
- Small and large detail view in map

Libraries: Glide, Firebase

Concept: The SoDutch App provides expat, tourists and locals with an opportunity to get an insight into the Dutch life style and culture. It provides a fun and entertaining way to celebrate all things Dutch. Users can view, add and get directions to interesting entires.

Timeframe: 2 weeks, the first project at the iOS Bootcamp with The App Academy

Features:
- Map with annotations for each entry
- Route to entry, either in app itself or via Apple Maps
- Small and large detail view in map
- List of entries that can be viewed either as a list or in swipe mode
- Add new entries either with taking a new picture or choosing an old picture.
- Location/address is added automatically for the new picture
- Location(address will be retrieved from the metadata of the old picture

Frameworks: MapKit, CoreLocation, AddressBook, Photos, PageViewController, TableViewController, NSCoding