

Aron Loreskär

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EXPERIENCE

Full-Stack Development Internship

Nov 2025 – May 2026

Axami Systems

Halmstad, Sweden

- Started by working directly in the company's PHP-based CMMS platform (PHP, jQuery, Fomantic UI), fixing bugs and shipping new functionality to a system in daily production use by clients.
- Took co-ownership of an experimental rebuild project to replace the legacy PHP system, translating evolving requirements into a working product delivered on schedule.
- Architected a NestJS backend with modular resource structure and React/Shadcn UI frontend, delivered in a Turborepo monorepo with Docker.
- Designed a PostgreSQL schema with Prisma ORM covering 8+ domain models; built a RESTful API with JWT auth (httpOnly cookies, bcrypt, OTP email verification), rate limiting, RBAC, and Swagger/OpenAPI docs.
- Built a responsive frontend with TanStack Router, multiple data views (table, tree, calendar), i18n (sv/en), and URL-persisted user settings.

Student Company, Full-Stack Development

2024 – 2025

Proffstorget

Halmstad, Sweden

- Built and launched a subscription marketplace for tradespeople: Node.js backend, Redis caching, and Stripe API for automated recurring billing.
- Designed all system architecture and user flows from scratch.

PROJECTS

Skinweb | *Next.js, NestJS, PostgreSQL, Steam API, CounterStrikeSharp* | skinweb.io

Sep 2025 – Present

- Live CS2 skin trading platform with over \$12,500 in user-listed inventory currently active on the platform.
- Built a real-time price aggregation engine that scrapes and queries multiple marketplace APIs to surface the lowest current price for each skin across platforms.
- Full-stack: Next.js frontend, NestJS backend, PostgreSQL, Steam OAuth, inventory management, and trade matching.
- Custom CS2 server plugin (CounterStrikeSharp) letting players preview skin and sticker combinations in-game via chat commands before purchase.
- Own the full production lifecycle: CI/CD via GitHub Actions, ongoing debugging, issue tracking, and iterative improvement after launch.

Tjatta | *Express, Socket.io, MySQL* | github

Feb 2025 – Apr 2025

- Real-time chat application with Socket.io, session-based authentication, and persistent message storage.
- Implemented conversation requests and async server-client communication for user safety.

EDUCATION

Engineering Programme, IT (Post-secondary)

Aug 2025 – Jun 2026

Kattegattgymnasiet

Halmstad, Sweden

Upper Secondary, Information and Media Technology, GPA 22.2/22.5

Aug 2022 – Jun 2025

Kattegattgymnasiet

Halmstad, Sweden

TECHNICAL SKILLS

Languages: PHP, TypeScript, JavaScript, Python, SQL, HTML/CSS

Frameworks: React, Next.js, TanStack Router, Tailwind CSS, Shadcn UI, Node.js, NestJS, Express

Databases: PostgreSQL, MySQL, SQLite, Redis

Developer Tools: Git, Docker, Linux, Turborepo, Swagger/OpenAPI, JWT, GitHub Actions

Other: REST API, WebSockets, OAuth, Stripe API, Steam API, OpenAI API