

Martin Håkansson

Software Engineer

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Profile

Software engineer with a background in computer science and media technology, combining professional experience in fullstack development with a strong interest in system architecture, mathematics, and visualization. I enjoy designing robust software systems, solving complex technical problems, and turning ideas into practical applications.

Experience

Mycronic Jun 2025 - Present
Software Engineer

Primary developer of a fullstack planning and visualization platform, responsible for its technical planning, architecture, and implementation.

- Designed a configurable, domain-agnostic architecture that lets users define their own data, schedules, and visualizations.
- Built an SVG-based floorplan visualization system that connects custom layouts to planning data.
- Implemented multi-level access control, combining user-configurable permissions with organization-level policies based on Microsoft Entra ID groups.
- Worked directly with stakeholders on requirements and priorities.

TECHNOLOGIES SvelteKit, TypeScript, PostgreSQL, Azure, Microsoft Entra ID, SVG

Publications

Low-fidelity motion-captured hand visualization for piano teaching through asynchronous augmented reality collaboration

Accepted publication · IEEE VR 2026 Workshop (WSR) 2026
Based on my master's thesis at KTH.

Skills

PROGRAMMING LANGUAGES

TypeScript
C++
Python
C#

VISUALIZATION & GRAPHICS

Unity
Augmented reality
Computer graphics
Technical visualization
Image and video processing

WEB & CLOUD

Svelte / SvelteKit
React
PostgreSQL
Azure
CI/CD

Additional experience

BarBro.app 2026 - Present
Creator and developer

An app for live performers, with beat and bar detection, local stem separation, spoken count-ins, a click track, and Ableton export.

Simonstorp.se 2020
Developer and maintainer

Developed and maintained the website for the village of Simonstorp in Åby, including a custom CMS tailored to the client's needs.

Education

KTH Royal Institute of Technology 2022 - 2025
M.Sc. Computer Science

Visualization track (information visualization and 3D graphics). Master's thesis in visualization and augmented reality, including an AR platform built in Unity. Coursework included AI, deep learning, computer vision, and project-based development using agile methods.

KTH Royal Institute of Technology 2019 - 2022
B.Sc. Media Technology

Coursework included video, photography, audio, human–computer interaction, UX design, and machine learning.

Billströmska Folkhögskola 2017 - 2018
Music Program

One-year music program with piano as main instrument, specializing in pop, rock, and jazz.