



# Arne O. Ose

20.04.1990

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## Key Qualifications

System developer with a focus on JavaScript and cloud technology. Educated as an Industrial Economics and Technology Management engineer with experience in high-level international research. Extensive experience in teaching.

## Experience

### Co-Founder | January 2025 – Present (1 year)

*Colift AS*

As a co-founder of Colift AS, I'm contributing to the development of the company's CRM system.

### CTO | February 2024 – Present (2 years)

*IT Selskapet AS*

As CTO, I am primarily responsible for the company's technology strategy, where I actively support the CEO in decision-making processes related to technology choices and contract management. I lead development projects and am responsible for the follow-up and mentoring of a technical team of two employees.

### Independent Senior Consultant & Managing Director | January 2023 – Present (3 years)

*AROS IT Consulting AS*

As the managing director of AROS IT Consulting AS, I am responsible for the company's operations, including accounting and marketing. I am fully contracted to DNB, where I deliver high-quality consultancy services in IT development.

### Webmaster | June 2023 – July 2024 (2 years)

*Round Table Norway*

In the role of webmaster for Round Table Norway, I was responsible for the operation and maintenance of all the organization's IT systems. I also developed new websites and digital

solutions to improve the organization's online presence.

## **Senior Consultant | February 2021 – December 2022 (2 years)**

*ITverket AS*

As a senior consultant at ITverket, I contributed to both internal projects and external assignments for DNB. I also helped start a wine club, where I arranged social and professional wine tastings for the employees.

## **Education**

2012-08 - 2015-06: Master of Science - Industrial Economics and Technology Mgt. - University of Agder

2014-08 - 2014-12: Industrial Economics and Technology Management - California State University, Northridge

2013-08 - 2013-12: Computer Engineering, System Development - University of Agder

2012-08 - 2012-12: Bachelor of Engineering, Mechatronics - Queensland University of Technology

2010-08 - 2013-06: Bachelor of Engineering, Mechatronics - University of Agder

## **IT Skills**

- Programming Languages: JavaScript, TypeScript, Java, C, C#, Go, MATLAB
- Frameworks and Libraries: Next.js, Gatsby, React, Redux, Node.js, Svelte, AngularJS, Phaser 3
- Cloud Services: AWS (Amazon Web Services), Firebase
- Search Technologies: Elasticsearch, OpenSearch
- Mapping and Geoservices: OpenLayers
- Analysis and Logging: Splunk
- Development Tools: VS Code, IntelliJ, Android Studio

## **Projects**

### **New DNB.no | 2021 - Present Day**

*Backend Developer, Frontend Developer - DNB ASA*

DNB is Norway's largest bank, delivering complex and cutting-edge financial solutions to high-end clients and the public.

DNB is actively engaged in a comprehensive IT services modernization project. Within this

initiative, I have primarily focused on enhancing the performance, accessibility, availability, and user-friendliness of their open web pages.

Notably, my contributions have led to significant improvements in the search functionality, enhancing its speed and accuracy. Currently, I am dedicated to developing a webforms library integrated with CMS support, which will streamline and standardize the handling of various forms across DNB, including mortgage applications.

*Technologies:* AWS • TypeScript • Node • React • Gatsby • OpenSearch / ElasticSearch

Project Link: [Click here](#)

## **CoLift | January 2025 - Present Day**

*Full Stack Developer - Colift AS*

A CRM system for the fitness industry.

*Technologies:* Next • React • Node.js • Prisma • SQL • Tailwind

Project Link: [Click here](#)

## **Course Platform | September 2024 - Present Day**

*Full Stack Developer - IT Selskapet AS*

A course platform with admin login where users can create their own courses with video uploads and quizzes.

*Technologies:* Next • React • Node.js • MUX • Prisma • SQL • Tailwind

## **Event Registration & Payment | August 2024**

*Full Stack Developer - AROS IT Consulting AS*

A website for event registration and payment processing.

*Technologies:* Next • React • Stripe • Node.js • GitHub

## **Logo Generator | August 2024**

*Full Stack Developer - AROS IT Consulting AS*

A website for creating logos. Built to experiment with generative AI APIs.

*Technologies:* Next • React • Node.js • GitHub • Tailwind

Project Link: [Click here](#)

## **Social Chat App | February 2024**

*Full Stack Developer - IT Selskapet AS*

Development of a mobile application for a social chat platform, designed to connect users through real-time communication.

Work included development of real-time chat functionality, user authentication, and push notifications.

Functioning prototype with planned features. Ongoing development with continuous testing and improvements.

*Technologies:* React Native • Firebase

## **Travel Blog | February 2023**

*Frontend Developer - AROS IT Consulting AS*

Blog developed in Next.js, using GitHub as a CMS.

*Technologies:* Next • React • Node.js • GitHub • Tailwind

Project Link: [Click here](#)

## **AROS Landing Page | November 2023**

*Frontend Developer - AROS IT Consulting AS*

Developed a landing page for AROS IT Consulting AS.

*Technologies:* Gatsby • React • GitHub Actions • SCSS

Project Link: [Click here](#)

## **Round Table Landing Page | June 2023 – July 2024**

*Frontend Developer - Round Table Norway*

Developed and maintained a website for Round Table Norway using the Wix platform.

Design, development and maintenance of the website, including navigation setup, content structure and customization of existing Wix templates to meet organizational needs.

*Technologies:* Wix

Project Link: [Click here](#)

## **Pomodoro Timer | May 2021**

*Full Stack Developer - Personal Project*

Created to explore animation capabilities in Svelte. A Pomodoro timer that provides work time tracking to easily monitor if you have completed 7.5 hours of work.

*Technologies:* Svelte • Firebase

Project Link: [Click here](#)

## **Sales System | 2021**

*Full Stack Developer - itVerket*

Developed a kanban board to track sales activity within the company. Featured a drag and drop interface to move tasks.

*Technologies:* AWS • React

## **Traffic Accidents Registration & Reporting (TRULS) | 2018 - 2020**

*Full Stack Developer - Norwegian Public Roads Administration*

This greenfield project involves the development of a comprehensive system for registering traffic accidents. The system is designed to address the limitations of an outdated database system. It leverages data from SSB to present traffic accidents in a user-friendly React GUI, allowing caseworkers to validate and modify the information.

I played a key role in implementing logical controllers to ensure the consistency of the data. Additionally, I created a map feature within the GUI, enabling users to accurately locate accidents. To facilitate future projects, I transformed the map into a reusable NPM module.

The project also encompasses a robust reporting system, with a specific focus on generating annual reports using JasperReports.

The project has received accolades from the client for its success. Through this project, I have acquired extensive expertise in React and advanced my proficiency in Java and Spring.

*Technologies:* Java • JavaScript • React • Spring Boot • OpenLayers • Splunk • JasperReports

Project Link: [Click here](#)

## **IgniTe Trainee Program | 2018 - 2020**

*Participant Ignite Program - Stream Innovative Tech - Capgemini*

IgniTe is a prestigious Nordic program designed to empower graduates by offering them an exceptional opportunity to embark on a successful career journey at Capgemini.

This comprehensive 1.5-year training program seamlessly integrates with customer assignments, enabling participants to gain profound insights into the vibrant Capgemini culture, agile work methodologies, diverse consulting roles, and promising career pathways.

*Technologies:* Presentation Skills • Workshop Facilitation • Sales and Delivery •

Communication and Collaboration • Software Engineering Design Principles • Agile Approach • DevOps • Security

Project Link: [Click here](#)

## **Android App - Score Counter | 2017**

*Developer, Designer - Personal Project*

Developed a fully functional application designed to track scores during badminton matches, specifically tailored for referees. Through this project, I gained valuable knowledge in XML and Android app development, further enhancing my skills in mobile application design and implementation.

*Technologies:* Android Studio • Java • XML

## **Master Thesis - Waste in Design and Engineering | 2015**

*Researcher - AS Nymo & University of Agder*

I collaborated with a fellow student on a Master's thesis project conducted in partnership with the University of Agder and AS Nymo, a prominent supplier of drilling modules for the offshore industry.

Our objective was to examine the factors that contribute to inefficiencies in the design phase of complex EPC projects. Our findings were published as a peer-reviewed international article, receiving recognition and praise from both academic and industry experts.

*Technologies:* Case Study

Project Link: [Click here](#)

## **Integrert metodikk for prosjekteringsledelse (INPRO) | 2013 - 2017**

*Researcher - Veidekke Entreprenør AS, University of Agder, Norwegian University of Science and Technology (NTNU), Ulstein, AS Nymo, COWI*

Led by Veidekke in collaboration with esteemed industrial partners and renowned researchers from the Norwegian University of Science and Technology (NTNU) and the University of Agder (UiA), this visionary project aimed to revolutionize the planning process in the construction industry and beyond.

By leveraging cutting-edge technologies and innovative methodologies, our collective endeavor sought to establish a highly efficient and remarkably predictable planning framework, setting new industry standards and driving transformative advancements.

*Technologies:* Observational Study • Case Studies

Project Link: [Click here](#)

### **Bachelor Thesis - Autonomous Robot | 2013**

*Project Manager, Developer - University of Agder*

I conducted my Bachelor's thesis at UiA, where the aim was to design an autonomous robot capable of competing in a robotics competition held at Denmark's Technical University (DTU). The project revolved around utilizing a camera as a sensor to identify objects and measure distances accurately.

The outcome of the project was great, as we emerged victorious in one category of the competition. Throughout the process, I gained valuable insights into teamwork dynamics and encountered various challenges. Additionally, I acquired proficiency in processing live images, extracting objects, and employing mathematical principles to evaluate and analyze the identified objects.

*Technologies:* LabVIEW • Microcontroller • Sensors

Video: [Click here](#)

### **Robotic Arm Capable of Writing | 2012**

*Developer - Queensland University of Technology*

In a robotics course at QUT, I developed an advanced robotic arm capable of writing letters based on user input.

*Technologies:* MATLAB

### **Microcontroller Snake Game | 2012**

*Developer - Queensland University of Technology*

Developed a snake game using C programming language and a microcontroller.

*Technologies:* C • Microcontroller

### **Remote Controlled Car Through the Internet | 2011**

*Project Manager, Designer, Developer - University of Agder*

During my time at UiA, I engaged in a development project as part of a Java course, collaborating closely with a fellow student. Our objective was to create a miniature car that could be remotely controlled via the internet, enabling individuals from remote locations, like China, to explore the facilities at UiA.

The culmination of our efforts resulted in a robotic car that could be controlled seamlessly

over the internet. Equipped with an arm for operating elevators, the car featured a user-friendly interface with a drag-and-drop system for controlling the arm and accepting keyboard input for maneuvering the vehicle. Throughout the project, I effectively managed various interfaces and adeptly adjusted the project's scope to meet stringent deadlines.

*Technologies:* Java • Microcontroller • SQL Server

Video: [Click here](#)

## **Memory Game | 2010**

*Developer, Designer - University of Agder*

Developed a console-based memory game utilizing text as graphics. Through this project, I acquired a fundamental understanding of C# programming.

*Technologies:* C# • Microsoft Visual Studio

## **2D Driving Game | 2009**

*Developer, Designer - Personal Project & The Gathering*

Created a 2D driving game featuring a top-down view and multiple levels with increasing difficulty. The objective is to control a car and evade the pursuing police. As a result, I enhanced my programming skills and gained a foundational understanding of object-oriented programming (OOP). The game was showcased as my entry in a development competition at The Gathering.

*Technologies:* Adobe Flash • ActionScript 3.0

Video: [Click here](#)

## **Point-and-Click Game | 2007**

*Developer, Designer, Writer - Personal Project*

Created a point-and-click game featuring 2D graphics, animations, sound effects, music, and a menu. As a result, I gained valuable experience in game development using Flash and acquired fundamental programming knowledge.

*Technologies:* Adobe Flash • ActionScript 3.0

Video: [Click here](#)

## **Other Work Experience**

- Student Assistant in Control Systems
- Waiter, Cook, and Driver for a Restaurant
- Shop Assistant at a Grocery Store
- Assistant Church Caretaker
- Courier
- Self-employed Crab Fisherman and Seller

## Volunteer Work

- Bouncer at Student Bars
- Mentor in a University Mentorship Program
- Co-founder and Developer of a Job Portal for Students
- Leadership Roles in a Youth Organization
- Active Participant in International Projects

## Languages

- Norwegian (Native)
- English (Fluent)
- German (Basic Knowledge)
- Italian and Spanish (Beginner)

## Interests

Technology, Training, Finance, History, Geography, Diving, Outdoor Activities, Cooking.

## Publications

### **Kalsaas, B.T. og Ose, A.O. (2017)**

Avhengigheter og koordinering i byggeplassproduksjon, Lean Construction. Forstå og forbedre prosjektbasert produksjon. Fagbokforlaget.

### **Kalsaas, B.T., Bonnier, K.E. & Ose, A.O. (2016)**

Towards a Model for Planning and Controlling ETO Design Projects, 24th Annual Conference of the International Group for Lean Construction. IGLC.

### **Ose, A.O. (2015)**

Basic Supply Chain Strategies, Supply Chain Management. Universitetet i Agder.

### **Bonnier, K.E., Kalsaas, B.T. & Ose, A.O. (2015)**

Waste in Design and Engineering, 23rd Annual Conference of the International Group for Lean Construction. IGLC.

## References

References available upon request.