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

CTO | February 2024 – Present (1 year)
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 (2 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.

Lead Consultant / Software Engineer | August 2018 – Present (7 years)
Capgemini
In my role as Lead Consultant and Software Engineer in Capgemini's Java department, I have been involved in the development of solutions for the Norwegian Public Roads Administration, including systems for the registration and reporting of traffic accidents. I also participated in the recruitment for IgnITe 2020, where I handled applications and interviewed over 100 candidates. Additionally, I have been an active part of the Java department's leadership team and have held presentations on advanced technology such as quantum computing.

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.
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.

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.
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.
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.

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.
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.
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.

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.

Microcontroller Snake Game | 2012

Developer - Queensland University of Technology

Developed a snake game using C programming language and a 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.

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.

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.

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.

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.