APP DEVELOPER

Johan Wigmo

PROFILE

Experienced app developer, building native apps for both Android and iOS.

Passionate about creating accessible, user-friendly and visually enjoyable experiences, backed by solid architecture and testable, maintainable code. Thrives in agile, cross-functional teams and enjoys contributing to collaboration, continuous improvement, and a supportive engineering culture.

KEY SKILLS

- Native iOS & Android development

- Accessible, usable and enjoyable user experiences

- Maintainable architecture & testable code

- Automated testing & continuous integration

- Coaching, knowledge sharing & process improvements

EXPERIENCE

APP DEVELOPER - WIGMO DEVELOPMENT - 2025-PRESENT

Consulting and developing software for mobile platforms, offering expertise across native app development for iOS and Android. Provides guidance, architectural support and hands-on development through the full app lifecycle.

DEVELOPER - KIDPILOT - 2015-PRESENT

An indie app team, that creates apps they want to use themselves. Co-owner and has created apps for iOS and macOS, like Punch In (time tracking) and Something (note taking), and also contributed to Tjing (disc golf platform). The Kidpilot business is currently passive.

IOS - MACOS - OBJECTIVE-C - SWIFT - WATCHOS

APP DEVELOPER - KNOWIT EXPERIENCE - 2019-2025

Worked primarily as an app developer (Android and iOS) but also as a personnel manager, coaching and supporting other developers. Actively involved in pre-sales work and customer pitches.

Västtrafik

Worked across both maintenance and feature development for the app To Go on Android and iOS. Highly focused on real-time information and travel planning, requiring robust and scalable solutions to handle heavy user load through reduced API usages, smarter threading and performance improvements.

Collaborated closely with UX to audit and improve accessibility (TalkBack, VoiceOver, dynamic text, keyboard navigation), and took technical responsibility for automated Appium tests via BrowserStack.

Also coached a newly hired junior developer.

ACCESSIBILITY - ANDROID - APPIUM - BROWSERSTACK - CI/CD - COACHING - FIREBASE - IOS - JAVA - KOTLIN - MAPVIEW - SWIFT - TEST - TESTNG - USABILLA - WATCHOS - WCAG

Kappahl

Maintenance and feature development for the customer app. The app was mainly based on WebViews, which were intercepted to adapt native code or injected by custom JavaScript where needed.

Worked across all parts of the app, improving stability, performance and release processes. Supported and coached students during internships.

ANDROID - COACHING - FIREBASE - IOS - JAVASCRIPT - KOTLIN - ONESIGNAL - SWIFT - WEBKIT

CEVT

Worked as a lead developer within a multi-team setup with tight deadlines. Responsible for three core components: map and navigation, real-time push notifications, and system status/remote control.

Developed custom file transfer functionality via Bluetooth and Wi-Fi to support car-phone communication.

BLUETOOTH - IOS - MAPVIEW - SWIFT

Trafikverket

Performed accessibility audit for Trafiken.nu (Android and iOS) in preparation for legal requirements. Identified weaknesses, proposed improvements and guided the development team.

ACCESSIBILITY - ANDROID - IOS - JAVA - SWIFT - WCAG - WEBKIT

Audiodo

Created a scalable, easy-to-customize structure for a white-label app with extensive theming support. Enabled creation of multiple branded apps from a single codebase using configuration files.

Identified and resolved technical issues affecting core functionality.

ANDROID - BLUETOOTH - CORE GRAPHICS - IOS - KOTLIN - IOS

Lindex

Maintenance and feature development for the customer app with focus on design and UI/UX improvements. Shared codebase for logic and platform-specific view layers that allowed efficient development.

Worked extensively with A/B testing, analysis and iteration.

ANDROID - A/B TEST - C# - IOS - SAFE - XAMARIN - TEST

APP DEVELOPER - WIGMO PRODUCTIONS - 2012-2024

Freelanced full-time for 1-2 years and occasionally thereafter. Worked primarily with smaller app projects from idea to release, including development, design, marketing and training.

ANDROID - IOS - JAVA - JAVASCRIPT - KOTLIN - OBJECTIVE-C - SWIFT - WEB - WORDPRESS

IOS DEVELOPER - LAYER 10 / VOLVO CARS - 2018

Worked in the core team for Volvo On Call (now Volvo Cars app) with maintenance and feature development. Reviewed code to uphold quality and standards, and managed app releases.

Active contributor in the SAFe agile transformation. Strong focus on end-to-end, UI and unit testing.

CI/CD - GOOGLE MAPS - HUBFRAMEWORK - IOS - IPADOS - MAPKIT - OBJECTIVE-C - SWIFT - TEST

IOS DEVELOPER - HIQ - 2014-2017

Worked mainly as an (often lead) iOS developer for project-based deliveries. Also contributed to concept development in the U.S., participated in the Mobile Innovation Board, coached team members and joined pre-sales work.

Cargill / EWOS

End-to-end responsibility from concept to release, including architecture, development, optimization and UI.

Built product catalogs, order tracking, education materials and interactive calculators.

FIREBASE - CI/CD - IOS - MAPVIEW - SWIFT - TEST

Jula

Returned to Jula for multiple projects and app updates.

- Business app: Took over mid-project to stabilize the codebase, add testing, improve UX, implement BankID and release the app.

- Consumer app: iOS lead with responsibility for planning, quality assurance and release management. Implemented key features like product listing/filtering, search and map integrations.

BANKID - CI/CD - COACHING - FIREBASE - IOS - IPADOS - MAPKIT - QR - SWIFT - TEST

Volvo Cars

Concept development in a small innovation team working with rapid iterations exploring new service, integration, tech and UX ideas. Part of the work was performed in the U.S.

BLUETOOTH - CONCEPT - IOS - MAPKIT - SWIFT

Volvofinans Bank

Developed navigation and foundational app structure for CarPay. Responsible for interaction design and UI, including interactive graphs, tables and dynamic views.

ANDROID - BANKID - IOS - JAVA - SWIFT

WEB CONTENT MANAGER, MECENAT - 2010-2013

Created and managed marketing material for web and email, functioning as a bridge between marketing and IT.

EDUCATION

Göteborgs Yrkeshögskola - Vocational University Diploma, App Development, 2013

Malmö Yrkeshögskola - Qualified Vocational University Diploma, Mobile Commerce, 2013

Linnaeus University - Bachelor Information Logistics (Informatics), 2010

OTHER

Professional Scrum Master I, Scrum Alliance, Issued Oct 2019

SAFe 4 Agilist, Scaled Agile Inc, Issued Issued Nov 2019