

Dante Sparrås

.NET Developer Student

Contact

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Norrköping, Sweden

sparras.dev

github.com/dante-sparras

linkedin.com/in/dante-sparras

Languages

Swedish, English

Skills

Languages

C# · TypeScript · JavaScript · HTML · CSS · C++ · Python

Frontend

Next.js · React · TailwindCSS · shadcn/ui · Base UI · Expo

Backend & Database

.NET · Bun · Node.js · PostgreSQL · Convex · SQL Server

Game Development

Unity · Aseprite · Blender

Workflow & AI

Git · GitHub · Scrumban · Docker · Cloudflare

References available on request.

.NET developer student at YH Akademin, finishing in December 2027. Looking for a 24-week LIA internship: 8 March–28 May and 30 August–19 November 2027. Based in Norrköping and open to remote work.

Projects

Winland — github.com/dante-sparras/winland

Keyboard-driven tiling window manager for Windows 11, built in C#.

Winshell — github.com/dante-sparras/winshell

Desktop shell toolkit for Windows 11, built in C# and configured in QML.

sparras.dev — github.com/dante-sparras/sparras.dev

This site, built with Next.js and TypeScript, in English and Swedish.

Education

YH Akademin

Full-time | 01.2026-Current | 11m

.NET Developer

- Advanced Higher Vocational Education Diploma in .NET development.

The Game Assembly

Full-time | 08.2021-02.2022 | 7m

Game Programming

- Developed Lich's Grimoire, a mobile game, from concept to completion in a six-person team.
- Worked on gameplay mechanics as one of four programmers and built tools for the team's workflow.

NTI Gymnasiet

Full-time | 08.2018-06.2021 | 2y 11m

Technology Programme

Student Ambassador — Volunteer | 12.2018-06.2021 | 2y 7m

- Represented the school at events for prospective students and their parents.

Makerspace Coordinator — Volunteer | 12.2018-06.2021 | 2y 7m

- Ran the school's makerspace on my own initiative, mentoring students in 3D modelling, 3D printing, electronics, and soldering.

Best Diploma Project (voted by students) — 06.2021

Certificates

Foundational C# with Microsoft freeCodeCamp — 01.2026

MTA: Introduction to Programming Using Python Microsoft — 01.2020

Other Experience

Casuology

Contributor | 07.2022-Current | 4y 5m

Game Programmer

- Developing gameplay systems and features in Unity and C#.
- Helping out at a small independent game studio.