

# Pol Lozano Llorens

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## EXPERIENCE

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 **Fullstack Software Engineer (Java/React.js)**  
Länsförsäkringar 07/2024 - Current

- Building internal tools for over 500 insurance claim handlers, focusing on leveraging Generative AI to automate and optimize the claims handling workflow.
- Implementing customer-facing websites for insurance purchase and claim registration flows using Java Spring Boot and React.js.

 **Fullstack .NET Developer**  
Länsförsäkringar 08/2023 - 07/2024

- Built an insurance claim automation admin service using .NET Blazor and .NET Core Web API, featuring a dashboard for real-time monitoring, incident management, and development support.
- Contributed to the design and development of a scalable fraud detection system using an event-driven architecture, combining rule-based and machine learning evaluations for real-time claim processing.

 **Fullstack .NET Developer Consultant**  
NEXER Tech Talent - Länsförsäkringar 08/2022 - 08/2023

- Migrated a legacy claim register system handling over 2 million claims to a modern REST API microservice architecture while ensuring GDPR compliance and data security.

 **Java Programming Tutor**  
Stockholm University 03/2021 - 08/2021

- Tutored 100+ students in Java, assisting with assignments, debugging, and exam preparation via Zoom.
- Reviewed and improved automated tests and course materials, enhancing the quality of learning resources for students.

## FREELANCE PROJECTS

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- **Music Student Management System** — Designed and developed a student management system with QR lesson punchcards, utilizing Next.js and Redis to ensure cost efficiency and fast data retrieval.
- **Band Website** — Developed a responsive website for a Japanese band using Next.js, integrating a custom CMS and Discogs API to dynamically display their discography.
- **Jazz Fusion Venue App** — Built a cross-platform mobile app for a Japanese jazz fusion venue using Flutter, integrating with their existing website to enhance user engagement.

## EDUCATION

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 **Bachelor's Degree in Game and Interactive Media Design**  
Stockholm University 08/2019 - 04/2025

- Thesis title: "Testing the validity of music emotion maps in Arousal-Valence space."
- Coursework: Game Prototyping, Algorithms and data structures, 3D Rendering, AI Experience Design.

## SKILLS

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- Programming Languages: Java, C#, C++, JavaScript, Python
- Game Development: Unity (C#), Unreal Engine (C++), Maya, Substance Painter
- Web Development: React.js, Next.js, Node.js, Blazor, HTML, CSS
- DevOps & Tools: Docker, OpenShift, Git, Azure DevOps, Postman, Splunk
- Certifications: Microsoft Exam 483: Programming in C# (03/2019)
- Languages: Catalan, Spanish (Native), English, Swedish (Fluent), Japanese (Beginner)