



Noah Bjorner

Product Engineer

About

My name is Noah Bjorner, a Swedish & American product engineer living in Stockholm, Sweden.

I have over 5 years of experience building and designing applications for iOS and the web. Specializing in full-stack development, I combine technical expertise with product taste to create products that deliver value.

Experience

2025 - Now

ListenLater.ai

Founder

Designed and developed all aspects of the product.

2020 - Now

Freelance

Developed iOS and web applications for clients worldwide. Projects ranged from building full applications to implementing updates on existing codebases.

2022 - 2024

Vidler

Founder

Responsible for all aspects of product development. Extensive experience working with LLMs and video processing. Shut down due to distribution challenges.

2018 - 2020

Plugghäst

Founder

Founded Sweden's #1 ranked education app in the App Store. Led a bootstrapped team of 6. Managed all aspects from coding to marketing. Shut down due to business model limitations.

2018

uSTADIUM

Graphic Designer

Designed and conceptualized social media content for the company's 100k+ followers. Contributed part-time while in school.

Technical Skills

Frontend

React

Experience building applications with both Vite and NextJS. Using Tailwind CSS for styling.

Swift

Experience developing iOS applications with primarily UIKit, limited experience with SwiftUI.

Backend

TypeScript

Experience with TypeScript and its ecosystem including Node, Deno, npm, and other related tools. Started out writing JS but fully transitioned to TS for all projects in 2024.

Serverless Backend

Experience working primarily with Cloudflare Workers and integrating with tools like Upstash Redis and Trigger.dev.

Traditional Backend

Experience deploying and managing VM-based applications on DigitalOcean and similar cloud platforms.

SQL

Experience with MySQL and SQLite database design, schema optimization, and relational database concepts.

Design

Figma

Experience designing interfaces and creating prototypes. Familiar with design systems and component libraries.

Contact

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