



Daniel Sjö

Software Developer

📍 Thailand

danielsjo.com

+66 94 9303141

danielsjo@outlook.com

About

Experienced Software Developer specializing in high-performance websites, static site migrations, and scalable web solutions. Strong background in WordPress, Shopify, and Astro, with deep expertise in SEO, performance optimization, and Linux server administration.

Currently expanding into full-stack and backend development with a focus on Go and C. Previously built commercial games using Unity, Unreal Engine, Godot, and PlayCanvas.

Skills

PRIMARY / ACTIVE

∞ Go C JavaScript 🚀 Astro
🌐 WordPress 🛒 Shopify 🐧 Linux
🔍 SEO 📊 Google Analytics 4
💎 Google Tag Manager 🎮 Godot

ALSO EXPERIENCED WITH

🔧 C++ 🛠️ C# 🐍 Python 📄 PHP
📜 TypeScript 🎮 Unity
🕹️ Unreal Engine 4 ⚡ PlayCanvas

Education

Futuregames

Game Design

2014 - 2016

Mahidol University

Young Artist Music Program

2011 - 2013

Experience

2018 - Present

Software Developer @ Self-employed

Remote - Remote

Migrated 35+ WordPress sites to modern static site generators (primarily Astro), delivering significant performance gains, improved security, and better SEO results.

Designed and developed high-performance websites and Shopify stores using WordPress, Shopify, Astro, HTML/CSS, and JavaScript.

Configured and maintained Linux servers (OpenLiteSpeed) with advanced security measures for optimal performance and protection.

Acted as a technical consultant for clients — helping them improve their tech stack, streamline workflows, and solve business problems through better technology choices and implementation.

2023 - 2025

Web Developer & Client Lead Thailand @ [Digivizer](#)

Remote - Remote

Designed, developed, and delivered multiple high-quality websites for diverse clients, translating design requirements into fully functional, responsive web experiences.

Optimized website performance, consistently achieving 90+ Google PageSpeed scores while strengthening security, reliability, and overall user experience.

Partnered with clients to enhance SEO strategies, significantly improving organic visibility, search rankings, and conversion rates.

2022 - 2023

Web Developer @ [Girit Interactive](#)

Petah Tikva, Israel - Remote

Developed and maintained WordPress and Shopify websites in alignment with client requirements and specifications.

Led performance optimization initiatives, successfully achieving 90+ Google PageSpeed scores across client projects.

Ensured high standards of code quality, responsiveness, and user experience for all delivered sites.

2020 - 2022

Web Developer @ [Optalenty](#)

Tel Aviv, Israel - Remote

Developed and maintained WordPress sites for top-tier brands, with a focus on optimizing for speed and user experience to achieve compliance with Google's core vitals.

Implemented new features to enhance existing sites, utilizing a combination of coding and page builder techniques depending on the specific needs of the project.

Design and develop a custom WordPress site from the ground up in accordance with the client's specific requirements and specifications.

2017 - 2017

Game Programmer @ [Fantasma Games](#)

Stockholm, Sweden - On-site

Developed games utilizing C++ and a proprietary game engine, as well as Javascript with the PlayCanvas game engine.

Pioneered the role of in-house programmer for the company and established a comprehensive game production workflow, resulting in increased efficiency and cost savings.

Led the introduction of new and user-friendly game engines to the development team, promoting ease of use and collaboration, resulting in a successful transition from outsourcing to in-house development teams.

2016 - 2017

Unity Developer & Game Designer @ Sandbox Global

Bangkok, Thailand - On-site

Developed and maintained a portfolio of published games using Unity, including creating and implementing new features and content, designing and developing new levels, and continually improving the overall quality of the games.

Conceptualized and prototyped new game ideas and concepts using Unity, utilizing industry-standard design principles and tools to bring innovative and engaging experiences to players.

Implemented advanced functionality using Unity to optimize the QA workflow and improve efficiency, resulting in significant time savings for the development team.

2016 - 2016

Sound Designer & QA @ [Thunderkick](#)

Stockholm, Sweden - On-site

Internship at ThunderKick was a part of FutureGames's Game Design Course.

Conducted thorough QA testing and reported bugs to ensure the highest level of quality for the final product.

Composed and produced original sound and music for game prototypes, utilizing industry-standard software and techniques.

Optimized sound files for the final build of games, ensuring compatibility and optimal performance across various platforms and devices.