

Erik Bjorklund

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SUMMARY

Product-focused, full-stack software engineer with 5+ years of experience spanning mobile development, connected medical devices, Stripe payments integrations, and full-stack technical leadership. Evolved from mobile engineer to tech lead on a Ruby on Rails platform, leading Stripe integration projects, authoring technical specifications, and driving decisions through data. Proven ability to architect scalable systems, lead multi-engineer initiatives, mentor teammates, and debug complex flows across the stack. Looking to bring full-stack leadership, data-driven decision making, and a growing focus on production AI systems to a team where engineers have real ownership, and the people are as interesting as the problems.

SKILLS

Languages: Python, JavaScript, TypeScript, Ruby, Dart, SQL, LookML

Frameworks & Tools: Ruby on Rails, React, Flutter, Native Android, GraphQL, REST APIs

AI: OpenAI API, Pydantic/Instructor, Cursor, Firecrawl, LangChain

Payments & Data: Stripe, PostgreSQL, Looker, Amplitude

Infrastructure: AWS, Docker, Git, CircleCI

EXPERIENCE

Software Engineer III

PGA of America

August 2022 - March 2026, Remote

- Full-stack tech-lead, authoring technical specifications, assigning tasks, and unblocking team members on a Ruby on Rails backend.
- Led Stripe integration projects, including architecting a new subscription service that generated \$14K in monthly recurring revenue and leading the technical migration to Stripe's Payment Intents API.
- Advocated for and led the implementation of modern payment methods, including mobile wallets and tap-to-pay, to reduce friction and expand how users could purchase services.
- Designed and maintained production dashboards in Looker and Amplitude, providing leadership with continuous insight into product adoption, payment performance, and key business metrics.
- Developed an automated data pipeline in Python (Firecrawl, Pydantic, OpenAI API) to scrape partner job sites into structured data and reconcile with internal records.
- Mentored junior engineers through code reviews and best-practice guidance, and managed the team backlog to balance bug fixes, tech debt, and feature delivery.

Software Engineer

Orthogonal

August 2020 - August 2022, IL, Chicago

- Designed and built greenfield mobile applications for smart medical devices, utilizing BLE for device monitoring, control, and over-the-air firmware updates.
- Developed software in strict adherence to Quality Management Systems (QMS), performing testing and documentation required for regulatory compliance.
- Collaborated directly with clients and product managers to define technical requirements, uncover critical edge cases, and iteratively refine features within an Agile process.

Research Assistant

University of Wisconsin

January 2018 - May 2020, WI, Madison

- Implemented a microcontroller-based system to provide therapeutic stimulation for a Brain-Computer Interface (BCI) stroke rehabilitation study.
- Cleaned and analyzed BCI participant data to support clinical research, scientific papers, and conference presentations.

EDUCATION

Bachelor's and Master's Degrees in Biomedical Engineering

Minor in Computer Science · University of Wisconsin · WI, Madison · 05/2020

• University of Wisconsin Marching Band - Drumline