ADRIAN ANDERSSON

Software Developer

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EXPERIENCE

Software Developer Consultant

AFRY

Oktober 2022 – Ongoing Jönköping

- Application development

Software Developer Consultant

Framtiden AB

September 2021 – September 2022 Jönköping

- Talent program at AFRY via Framtiden AB

Master's Thesis

OpenSpace

January 2021 – May 2021 Norrköping

- Visualization of air traffic in an astrovisualization software
- Master Thesis

PROJECTS

Billiard Simulation

TNM085 - Modeling Project

A physics simulation of the initial hit in a game of billiard. Implemented in *C++ OpenGL* with some prior testing in *MatLab*. Main focus on collision detection and collision resolution.

C++ | OpenGL | Physics

Movie Recommender System

TNM108 - Machine Learning for Social Media

A recommendation system to recommend movies based on a users previously watched movies. Uses a collaborative model with the Jaccard index similarity as measure.

Machine Learning | Python

Portfolio Website

Spare time

Ongoing

An ongoing project to create a simple website using ReactJS to showcase my different projects. Unfortunately this project recieves little attention during school terms.

ReactJS | JavaScript | Three.js | Semantic UI

MY LIFE PHILOSOPHY

"Little by little, one travels far"

COMMITMENTS

Academic Results
My dedication for learning has resulted in high academic grades

LiTHehack 19/20
I was part of the 2019/2020 programming mentoring group called LiTHehack at Linköping University.

STRENGTHS

Devoted | Social | Fast learner

C++ | Qt | Parallell computing | JavaScript | Machine Learning | A.I. | TypeScript | MatLab | ReactJS | Python | OpenGL | Computer Graphics | Visualization

LANGUAGES

Swedish ●●●●●

English ●●●●○

German ●○○○○

EDUCATION

M.Sc. in Media Technology

Linköping University

August 2016 - May 2021

Heavy focus on programming with applications in visualization, imaging, and more.