Alexander Kenneth Nygård

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Education

Bachelor of Computer Science and Engineering,   09/2021 – 06/2024 │ Delft, Netherlands
Technical University of Delft

GPA: 8.8/10

Highlighted courses: Object Oriented Programming, Web and Database Technology, Algorithms and Data Structures, Information and Data Management, Software Quality and Testing and Computer Networks.

International Baccalaureate Diploma Programme,   08/2019 – 05/2021 │ Karuizawa, Japan
UWC ISAK Japan

GPA: 42/45

Certificate of Competence, *Kristelig Gymnasium*   08/2018 – 06/2019 │ Oslo, Norway

GPA: 5.72/6

Applied Projects

Quizzzz app, *Object Oriented Programming Project*   01/2022 – 03/2022
- Led team of 5 peers in developing a multiplayer desktop quiz application for raising awareness on energy consumption and sustainable consumer practices
- Demonstrated effective communication and leadership skills by leading weekly meetings and solving intra-team conflicts
- Applied Object Oriented Programming techniques in Java while using libraries like Spring and JavaFX
- Applied multitasking, prioritization and strong organizational skills while using tools like Git and GitLab
- Implemented unit, integration and system tests significantly increasing code coverage
- Analyzed the human computer interaction principles of a GUI prototype based on Nielsen's usability heuristics
- Ensured Agile principles were followed and scrum practices utilized

Marketplace platform, *Computer Science class project*   03/2020 – 01/2021
- Developed a full-stack marketplace platform where students could post, buy and sell second-hand items
- Applied Python, Flask and SQLite for the backend and HTML (using Jinja templates) and SCSS for the frontend
- Conducted client interviews gathering initial requirements, feedback on prototypes and evaluation of the delivered product
- Created extensive documentation spanning system design choices, database schemas, GUI design and algorithm flowcharts
- Designed and recorded the execution of a system test plan for quality assurance

ISAKNOW, *Creativity, Activity and Service Project*   10/2019 – 11/2020
- Created a web-based solution for displaying real-time messages on information displays throughout the campus using HTML, CSS and Javascript
- Developed robust web-scraping algorithms in Python using Selenium and Beautiful Soup
- Deployed our solution using a Raspberry Pi and NGINX
- Participated in a workshop on goal-setting with McKinsey & Co, resulting in successfully applying SMART goals

Research Projects

Deep Learning Research Project, *Extended Essay* 02/2020 – 11/2020
- Implemented a Python data processing pipeline extracting individual image frames from videos using a 50GB+ dataset
- Implemented all models in Python using TensorFlow and used CUDA for GPU acceleration during training
- Compared 129 unique models from 3 different deep learning architectures (CNN, RNN, MLP) using 8 performance metrics
- Analyzed the experiment results, extensively discussing strengths and weaknesses of individual models and drew statistically significant conclusions

Work Experience

Youth basketball coach, 08/2016 – 06/2019
Nesodden Athletic Association (Nesodden IF), basketball group
- Led a basketball team of 15-20 boys (born in 2007) over 3 seasons from 2016-19
- Planned weekly practices and coached monthly weekend games, recognizing each player and encouraging teamwork on and off the court
- Applied leadership skills by setting long-term goals for the team and individual players and facilitating conflict resolution

Programming experience

Java	● ● ● ● ○	Python	● ● ● ● ○
Javascript	● ● ● ○ ○	HTML/CSS	● ● ○ ○ ○
SQL	● ● ○ ○ ○	Scala	● ● ○ ○ ○
C/C++	● ○ ○ ○ ○		

Tool skills

Microsoft Office
Including Word, Powerpoint, Excel, OneNote

Git
Including Github and Gitlab

Visual Studio Code

Microsoft Azure

Soft skills

Teamwork

Communication

Problem solving

Project management

Organization

Adaptability

Language

Norwegian (fluent)

English (fluent)