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🎓 EDUCATION

Bachelor of Computer Science and Engineering

Technical University of Delft

09/2021 – 06/2024 | Delft, Netherlands

GPA: 8.8/10

International Baccalaureate Diploma Programme

UWC ISAK Japan

08/2019 – 05/2021 | Karuizawa, Japan

GPA: 42/45

Certificate of Competence

Kristelig Gymnasium

08/2018 – 06/2019 | Oslo, Norway

GPA: 5.72/6

🔬 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

Nesodden Athletic Association (Nesodden IF), basketball group

08/2016 – 06/2019

- 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++

📁 APPLIED PROJECTS

Quizzz 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
- Applied **OOP** techniques in **Java** while using libraries like **Spring**, **JavaFX** and **Hibernate**
- Implemented unit, integration and system tests significantly increasing code coverage using **JUnit** and **Mockito**
- Applied multitasking, prioritization and strong organizational skills while using tools like **Git** and **GitLab**
- Ensured **Agile** principles were followed and **Scrum** practices utilized
- Demonstrated effective communication and leadership skills by leading weekly meetings and solving intra-team conflicts

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, deployed on **AWS EC2**
- 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

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 BeautifulSoup
- 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**

👐 SOFT SKILLS

Teamwork • Communication • Problem solving

Project management • Organization • Adaptability

🌐 LANGUAGE

Norwegian (fluent) • English (fluent)