Alfred Andersson

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Education

2023 – 2026   **Master of Science in Engineering, Computer Science and Engineering**
LTH (Lund University)

2016 – 2019   **Degree Programme in Computer Science and Engineering**
KTH Royal Institute of Technology, Stockholm
(*3 out of 5 years completed, including my Bachelor's thesis*)

Projects

- Bachelor's thesis — *An efficient algorithm for strategy synthesis in multi-agent games of imperfect information.*

- Various personal projects — games, parsers, interpreters, chess engines, etc.

Skills and experience

- Rust, Java, C, C++, Python — I have used these extensively for school and/or personal projects. I am especially interested in low-level programming and optimization.

- JavaScript, TypeScript, C#, Haskell, Go, Matlab, Prolog — I have some experience with these.

- OpenGL/GLSL and general graphics programming.

- HTML/CSS.

- 3D printing.

Selected courses

- EDAG01 Efficient C

- EDAN26 Multicore Programming

- DD2350 Algorithms, Data Structures and Complexity

- SF1688 Discrete Mathematics

- DD2421 Machine Learning

- SF1681 Linear Algebra, Advanced Course

- DD1388 Program System Construction Using C++

- DA150X Degree Project in Computer Science and Engineering, First Cycle

Languages

- Swedish (*native*)

- English (*fluent*)

- Japanese (*JLPT N2, will take the N1 in December*)

Work experience

- Worked two summers as a newspaper distributor (Point Logistik).

- Exam attendant (Lund University).