

Alfred Andersson

Norregårdsvägen 11
291 63 Kristianstad
Sweden

+46 766276025
alfred@rygno.net
<https://github.com/AlfredAn>

Education

- 2023 – 2026 **Master of Science in Engineering, Computer Science and Engineering**
LTH (Lund University, Faculty of Engineering)
- 2016 – 2022 **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

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| • EDAG01 Efficient C | • DD2421 Machine Learning |
| • EDAN26 Multicore Programming | • SF1681 Linear Algebra, Advanced Course |
| • DD2350 Algorithms, Data Structures and Complexity | • DD1388 Program System Construction Using C++ |
| • SF1688 Discrete Mathematics | • DA150X Degree Project in Computer Science and Engineering, First Cycle |

Languages

- Swedish (*native*)
- English (*fluent*)
- Japanese (*JLPT N1*)

Work experience

- Worked two summers as a newspaper distributor (Point Logistik).
- Exam attendant (Lund University).