

# Alfred Andersson

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<https://github.com/AlfredAn>

## Education

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

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- 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

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- 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

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

## Work experience

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