

Anders Eriksson

Computer Science student and programming enthusiast

Summary

Computer science student at *KTH Royal Institute of Technology* with a huge interest in computer science, human languages, and language technology.

Programming as well as free and open-source software are passions of mine.

Personal Data

Place and Date of Birth:	Gävle, Sweden December 2, 1991
Address:	Studentbacken 21-1205, 115 57, Stockholm, Sweden
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Technical Skills

Programming Languages	Python, Java, C, Perl 5, Lua
Other Languages	HTML, CSS, SQL, \LaTeX
Version Control	Git
Other	GNU/Linux

Experience

Current January - April 2016	Teaching Assistant at KTH School of Computer Science and Communication <i>Software Development</i> Teaching assistant for the KTH Software Academy project teaching educated migrants the basics of software development to facilitate their entry on the Swedish tech job market. Areas covered include: programming foundations, object-oriented design, patterns for large-scale development, and web services and data access.
Current, since December 2014	Contributor at Duolingo <i>Free Language Education, Voluntary Work</i> Been on the team for the course <i>Swedish for English speakers</i> since late 2014. The course has more than two million learners as of October 2016. Tasks include developing the course, editing acceptable translations of English and Swedish sentences and maintaining the Swedish message boards. Went to the first <i>Duolingo Incubator Summit</i> in Berlin in April/May 2015.

Select Work

January - May 2016	WikiPageStats github.com/wikimedia/analytics-wikigestats Developed a tool for displaying page view statistics from <i>Wikimedia</i> projects using their then newly released Pageview API for <i>Wikimedia Sverige</i> . The tool was developed using HTML, CSS, JavaScript, AngularJS, and Highcharts. The project was done as part of the course <i>Software Engineering</i> at <i>KTH Royal Institute of Technology</i> for which it received top grade.
December 2015	PIC32 Tetris github.com/EmilGedda/PIC32-Tetris Developed a Tetris clone for a <i>Microchip PIC32</i> microcontroller with a classmate for the course <i>Computer Organization and Components</i> at <i>KTH Royal Institute of Technology</i> . The game was developed in C using the OLED graphic display of a <i>chipKIT Basic I/O Shield</i> .

Education

Graduating in June 2019	KTH Royal Institute of Technology, Stockholm, Sweden Master of Science in Computer Science
Summer 2015	Mid Sweden University Introduction to Operating Systems, with Applications in Linux
June 2013	Uppsala University, Uppsala, Sweden Courses in French, Russian, and linguistics
June 2010	Vasaskolan, Gävle, Sweden Upper Secondary School, Natural Sciences Programme

Languages

Swedish:	Native Language	Italian:	Elementary (A2)
English:	Fluent (C2)	German:	Elementary (A2)
French:	Intermediate (B1)	Japanese:	Elementary (A2)
Portuguese:	Intermediate (B1)	Russian:	Elementary (A2)

Codes in parentheses are Reference Levels according to the Common European Framework of Reference for Languages (CEFR).