ANTON DANEWID

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TECHNICAL SKILLS

PROGRAMMING LANGUAGES
- Java
- C#
- Python
- C/C++
- JavaScript
- SQL
- Assembly

TOOLS
- Angular.js, React.js
- Git
- Swing
- Linux
- HTML/CSS
- VHDL
- Android

OTHER
- Machine Learning
- User Interfaces

EDUCATION

MSC COMPUTER ENGINEERING AND SCIENCE • 2014-2019 • LUND UNIVERSITY, SWEDEN
Relevant courses: Concurrent Programming, Computer Security, Software Development in Teams, Object Oriented Design, Statistics.

EXCHANGE STUDENT • FALL 2017 • UNIVERSITY OF WATERLOO, ON, CANADA
Participated in an exchange program between Lund University and the University of Waterloo. Relevant courses: Artificial Intelligence and User Interfaces, Requirements Engineering.

RELEVANT WORK EXPERIENCE

LAB INSTRUCTOR / TA • LUND UNIVERSITY • 2016-ONGOING
- Instructing and helping students in two courses: Digital Systems, and Computer Organization.
- Course content: digital circuit building, C and Assembly programming.
- Groups of over 80 students per occasion.

LAB INSTRUCTOR / TA • LUND UNIVERSITY • 2016
- Instructed labs in the course Computer Introduction.
- Course content: Assembly programming and Linux usage.
- Groups of 10-15 students per occasion

PROGRAMMING INSTRUCTOR • COOL MINDS • 2015-2016
- Taught children in the ages of 7 to 12 how to program with visual programming.
- Groups of 10-25 children per occasion.

PROJECTS

AXIS CAMERA PROJECT
Built a system for receiving surveillance images from cameras over a network. Tasks included UI development with Swing and server implementation, including concurrency issues that arose.

XL
A mockup of Excel. Implemented in Java with strong focus on MVC design.

HOSPITAL RECORDS SYSTEM
Implemented a hospital records system with a certificate security system. Tasks included creating a Certificate Authority and building the back end for the system in Java.

PAINTING PROGRAM
Implemented a painting program in Java to learn more about Swing.

TIMING SYSTEM
Worked in a project in a medium sized team to develop a stopwatch and timing application.

KATTIS PROBLEM (ONGOING)
Solving problems on Kattis to improve overall problem-solving skills, as well as improving proficiency with different programming languages. Username: anton-danewid

GAME PROGRAMMING (ONGOING)
Currently learning how to use Unity for game development. Learning about AI algorithms such as A* as well as modelling 3D objects.