

TECHNICAL SKILLS

PROFICIENT WITH:

- Java and Swing
- Git
- Concurrent programming

COMFORTABLE WITH:

- C#
- Python
- C++
- SQL

FAMILIAR WITH:

- C
- Android
- HTML/CSS
- Machine Learning
- VHDL
- Linux
- Assembly

EDUCATION

MSC COMPUTER ENGINEERING AND SCIENCE

• 2014-2019 • LUND

UNIVERSITY, SWEDEN

Relevant courses: Concurrent Programming, Computer Security, Software Development in Teams, Object Oriented Design.

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. Can handle calculations between cells as well as errors the user might make.

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.