

ANTON DANEWID

anton.danewid@gmail.com

github.com/AntonDanewid

+46 709 90 28 44

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

MASTER OF COMPUTER ENGINEERING AND SCIENCE • 2014-2019 • LUND UNIVERSITY, SWEDEN

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

EXCHANGE STUDENT • FALL 2017 • UNIVERSITY OF WATERLOO, CANADA

Participated in an exchange program between Lund University and the University of Waterloo. Relevant courses: Artificial Intelligence and User Interfaces.

RELEVANT WORK EXPERIENCE

LAB INSTRUCTOR/TA • LUND UNIVERSITY • 2016-ONGOING

- Currently 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.

PROGRAMMING INSTRUCTOR • COOL MINDS • 2015-2016

- Taught children in the ages of 7 to 12 how to program with visual programming.

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.

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.

PAINTING PROGRAM

Implemented a painting program in Java (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](https://kattis.com) 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.