

ADAM ROHDIN

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Graduating June 2019

Education

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- The Institute of Technology at Linköping University (LiU)** *2017–Present*
Master of Science, Computer Science and Engineering.
- The Institute of Technology at Linköping University (LiU)** *2014–2017*
Bachelor of Science, Media Technology and Engineering

Work Experience

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- Linköping University, Programming Coach**, Linköping, Sweden *Summer 2017*
– Guided and helped children, 8 - 16 years old, to learn different programming languages.
– Held an lecture in 'The Basics of Web Programming'.
Skills: HTML, CSS, JavaScript, Python
- Linköping University, Programming Tutor**, Norrköping, Sweden *Aug 2016–June 2017*
– Part of the organization LiTHEhack.
– Helped and guided students with stury and/or personal programming projects.
Skills: C++, HTML, CSS, JavaScript, Java, MATLAB.
- Linköping University, Laboratory Assistant in Programming**, Norrköping, Sweden *2016, 2017*
– Helped and guided students as a part of the course TND002, Object Oriented Programming
Skills: Java

Projects (more on GitHub)

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- VR Creative** bachelor project *C, Unity, SteamVR, UX*
– Basic 3D modelling program in Virtual Reality focused on the implementation of a good interaction system.
– Mainly worked on UX and the structure of the program and code base.
- Fire Simulation with implemented MAC-grid** project course (on-hold) *C++, OpenGL, MATLAB*
– Three dimensional fire simulation implementing the 'Mark-And-Cell' method.
– First implemented a 2 dimensional version in MATLAB.
- Ballin'**, project course *C++, OpenGL*
– Endless runner game created with OpenGL and C++.
– Implemented structure of the code and worked on different game mechanics.
- Björk App** personal project (in-progress) *React Native, ES6, Node*
– A mobile application made to enable easy trading of used course litterature.
– Made with React Native
- MTD-appen** *Xamarin, C#, Azure*
– A mobile application made for The Media Technology Days 2017.
– The application was used to find information and get updates about the fair and events.

Leadership Experience

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- Programming Tutor, LiTHEhack 16/17** *2016–2017*
- Head of Promotional Graphics and Printed Media, The Media Technology Days 2017** *2016–2017*
– Non-profit career fair arranged by students of the Media Technology programme.
– Responsible for finding suitable partners for printed media and goods.
– Responsible for creating the graphics used in both printed and web based promotional material.
- Webmaster, Media Technology Association, Linköping University** *2016–2017*
– Webmaster on the representative board for the Media Technology Programme at Linköping University.
– Maintained the website: medieteknik.nu

Languages and Technical expertise

Languages: Swedish (native), English (fluent)

Programming: C++, Java, MATLAB, C#, JavaScript

Other: React Native, Xamarin, Git, LaTeX, Photoshop