

Artur Stokkeland

Software Developer

Mobile:	+47 95124774	E-mail:	arturst95@gmail.com
GitHub:	https://github.com/ArturStokkeland	LinkedIn:	https://www.linkedin.com/in/artur-st/

Highly motivated software developer with 2 years of experience and a Masters Degree in Advanced Computer Science. Skilled in full stack development, web development frameworks (Vue, Angular), game engines and languages, including JavaScript/TypeScript and C#. A fast learner with a passion for problem-solving, I excel in translating complex requirements into efficient and user-friendly solutions. Committed to staying updated with the latest technologies and industry trends to deliver innovative software solutions. Adept at collaborating with cross-functional teams to drive project success. Seeking opportunities to apply my expertise in creating cutting-edge software applications.

Experience

	Software Developer - Virtual Reality Systems <i>Crossplay LTD</i> Assisted development of a immersive social media platform for Virtual Reality systems. Responsibilities included: <ul style="list-style-type: none">The creation of Virtual Reality interactions using Unity, C#, and Unity's XR toolkit.Integrating Meta's Oculus SDK to load avatars and use Meta's socializing features.Connect users for a online multiplayer experience using the Photon Engine.
2022/01 - Current	
	Software Developer - Blockchain Development <i>Lentava Studios LTD</i> Created a generative crypto project using tokenized assets. Responsibilities included: <ul style="list-style-type: none">The creation of a frontend where users could connect crypto wallets using MetaMask, and mint tokenized assets.Generation of art using p5.js, and the minting of assets on the Ethereum blockchain using Solidity and Hardhat.Hosting the app on Azure and Firebase, and developing a performant backend for it using Express.js.
2021/07 - 2022/01	

Education

	MSc in Advanced Computer Science, Distinction University of Sussex Relevant Coursework: Puzzle solver, Diplomacy game, PayPal clone, Machine Learning bean classifier, Hackathon full-stack game. Dissertation: Natural Language Processing for marking student essays.
2022-2023	
	BSc in Computer Science, First Honours University of Brighton Relevant Coursework: Breakout game, Machine Learning spam filter, Raspberry Pi traffic lights, Hashtable implementation, Android Studio app, Instagram clone. Dissertation: Artificial Intelligence for game engines using Behaviour Trees.
2018-2021	

Skills

Web Development:	HTML, CSS, Tailwind CSS, JavaScript, TypeScript, Node.js, Angular, Vue.js, Django, ASP.NET, Microsoft Azure, Firebase, Amazon Web Services
Visualisation Engines:	Unity, Unreal Engine, p5.js, Three.js, Babylon.js
Miscellaneous:	Git, GitHub, Solidity, Hardhat
Spoken Languages:	English, Norwegian, Polish