
Dennis Magnusson

Date of birth: July 14, 1998

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EDUCATION

Datateknik, Civilingenjör, KTH Royal Institute of Technology 2017-2022

- Expected Graduation in June 2022.

Teknikprogrammet, Helixgymnasiet 2014-2017

- Graduated with a score of 21.98 / 22.50 points.
- Active member of the student council.

PROJECTS

[RMG Music Generator](#) 2016-2017

- A program utilizing Recurrent Neural Networks to learn to compose piano music.
- Written in Lua with the framework Torch.
- Awarded Best Construction Project at regional Unga Forskare science fair at Dalarna University.

[Ricorda](#) 2017

- An Android app written in Kotlin for documenting studies and maintaining skills.

Android Games 2013-2014

- Created the Android games [Ballout!](#), [RainDrops!](#) and [PlusPlus](#) using Java with the LibGDX framework.

AWARDS

Best Construction Project, Utställningen Unga Forskare science fair 2017

- Received the award for best construction project at one of ten regional competitions.
- Competed in national finals.

Best Mathematical Achievement, Helixgymnasiet 2017

- Awarded for best mathematical achievement out of approximately 250 students.

Best Scientific Achievement, Helixgymnasiet 2016

- Awarded for best scientific achievement out of approximately 250 students.

WORK EXPERIENCE

SI Leader and Teaching Assistant, KTH Royal Institute of Technology Aug/2018–Dec/2018

- Hosted [Supplemental Instruction](#) sessions for the course SF1671 Mathematics, Basic course, with Discrete Mathematics.
- Hosted exercise sessions and graded assignments for the course DD1396 Parallel and Concurrent Programming.

Assembly Line Worker, 3M Svenska AB, Gagnef Jun/2016–Jul/2016

- Soldered and assembled components of 3M™ Speedglas™ products.

SKILLS

- Java, Python, SQL, Numpy, Keras, Torch, Scikit-learn, Machine Learning