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 for documenting studies and maintaining skills.
- Written entirely in Kotlin.

Android Games   2013-2014
- Created the Android games Ballout!, RainDrops! and PlusPlus.
- Written in Java with the framework LibGDX.

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

Assembly Line Worker, 3M Svenska AB, Gagnef   Jun/2016 – Jul/2016
- Soldered and assembled components of 3M™ Speedglas™ products.

Assistant Caretaker, Rosengården Retirement Home, Gagnef   Jun/2015 – Jul/2015
- Assisted in caretaking of elderly people.

SKILLS

Launguages and Frameworks
- Java, Python, Lua, Kotlin, Numpy, Keras, Torch, Scikit-learn

Other skills
- Android App Development, Machine learning