Liam Andersson

INTRODUCTION

I am a driven and goal-oriented software engineer with strong skills in communication, problem solving, teamwork, and software development. I always seek to improve existing solutions, stay up-to-date with the latest technologies, and contribute to software that makes a real impact.

EDUCATION

Linköping University   Linköping, SWE
Master of Science in Software Engineering, GPA $\approx$ 4.3   *Aug. 2021 – June 2026*

EXPERIENCE

R&D Internship   June 2025 – Present
Ericsson   *Linköping, SWE*
- Migrated secrets from Helm Charts to HashiCorp Vault using Kubernetes and implemented runtime injection, improving security and maintainability of internal deployments.
- Developed an internal Python chatbot using FastAPI and Docker, integrating the company's LLM library with a custom RAG system to provide context-aware responses from internal documentation, increasing efficiency in information retrieval for the team.

Teaching Assistant   Aug. 2023 – June 2025
Linköping University   *Linköping, SWE*
- Guided students in Android and cross-platform app development (Java, Kotlin, XML, Jetpack Compose, Flutter, React Native), improving their practical coding skills and project outcomes.
- Designed new lab assignments and course-related services, including a REST API hosted on Azure, enhancing the learning experience and course resources.

Summer intern   June 2024 – Aug 2024
Mindroad   *Linköping, SWE*
- Developed a comprehensive React Native course, including lectures and hands-on projects, to enhance internal training programs.
- Contributed to the development of a customer's website using HTML, CSS, JavaScript, and integrated a relational SQL database, improving user experience and functionality.

PROJECTS

MNIST Classifier | *Python, NumPy, Matplotlib*   2025 July – 2025 Aug.
- Built a perceptron neural network from scratch to classify handwritten digits from the MNIST dataset, experimenting with different optimization techniques.

Game Engine | *C++, OpenGL, CMake*   2023 July – Present
- Developing a small 3D game engine to gain hands-on experience with graphics programming, game loops, and resource management.
- Implemented rendering, input handling, and basic physics systems to support simple 3D games.

CartSync | *Dart, Flutter, Flask, Python, SQLite*   2025 Jan. – Present
- Building a cross-platform shopping cart synchronization app to explore mobile development and backend integration.
- Developed frontend UI in Flutter and backend services in Python with Firebase integration for real-time data synchronization.

More projects available at **github.com/dubstepzedd**.

TECHNICAL SKILLS

Languages: Java, Python, C++, SQL, JavaScript/Typescript, HTML/CSS, Dart, C#
Frameworks: React, Flask, FastAPI, Flutter, React Native
Developer Tools: Git, Docker, Kubernetes, VS Code, Visual Studio, IntelliJ

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