Alexander**Lingtorp**

indie dev, student, nerd

about

Alexander Frank
Lingtorp

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github/Entalpi

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languages

swedish/english
basic polish
elementary german

interests

OpenGL, algorithms, LaTeX, running, game technology, Dungeons & Dragons, computer graphics, game development, C++, software architecture, Magic: The Gathering

education

2017 - 2019	**M.Sc in Computer Science**	Royal Institute of Technology (KTH), Stockholm, Sweden

Specialization in Computer Graphics, Scientific Computing.

2018	**Exchange semester M.Sc in Computer Science**

Technische Universität München (TUM), München, Germany

2014 – 2017	**B.Sc in Computer Science**	Royal Institute of Technology (KTH), Stockholm, Sweden

experience

2018	**Software Engineer**	UX3D, Germany

C++, glTF, computer graphics
Worked on various parts of their rendering engine and related projects.

2017	**Embedded Software Engineer (Internship)**	Megger

embedded platforms, C, Nuklear
Investigated potential implementations for various future products.

2016	**Lead Web Developer**	KTH

Typescript, Angular 2
Developed an smartscreen solution for a school at KTH.

2015	**Lead iOS Developer**	Greenely

Swift, startup
Worked on iOS applications where I took the technical lead.

publications

2017	**Performance comparison of parallel turbulent noise evaluation with different gradient selection methods**	B.sc Thesis

computer science, GPGPU, OpenCL, noise generation
Investigated serial and parallel implementations of the Perlin noise algorithm.

sample of projects

2017	**MeineKraft**	Github

C++14, OpenGL 4.1
Rendering engine written from the ground up as a study of computer graphics.

2015	**PongC**	Github

C, nCurses
The classic game Pong in the terminal.