

AlexanderLingtorp

indie dev, student, nerd

about

Alexander Frank
Lingtorp

Flygkårsvägen 5
183 62 Täby
Stockholm, Sweden

+46 76 946 47 57

lingtorp@kth.se

github/Entalpi

www.lingtorp.com

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.