



RASMUS TOMASSON

Student in Interaction Design

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Trebackegatan 12, 41674

Gothenburg, SWEDEN

EDUCATION

[Ongoing] MS in Interaction Design

Chalmers University

Aug 2020 – Present

Gothenburg

Courses: Computer Graphics, Advanced Computer Graphics, Game Engine Architecture, Game Development Project

BS in Software Engineering

Chalmers University

Aug 2016 – May 2019

Gothenburg

Courses include: Artificial neural networks, Mathematical modelling and problem solving, Principles of Concurrent Programming, Algorithms and Data Structures, Machine oriented programming, Linear algebra, Discrete mathematics

EXPERIENCE

Bachelor Thesis On Developing a Game Controller

Chalmers University

January – May 2016

Gothenburg

Developed a game controller using Bluetooth Low Energy. Designed and 3D printed a shell, designed a custom PCB and programmed the controllers communication protocol.

[Ongoing] Individual Project In Computer Graphics

Chalmers University

October 2021 – January 2021

Gothenburg

An 15hp individual project working with computer graphics and implementing a particle system for rain simulation using Vulkan.

Summer Substitute In an Industrial Kitchen

Skaraborgs Sjukhus Skövde

June – August 2016 Present

Skövde

STRENGTHS

Listener

Calm

Problem solver

Thorough

Creative thinker

Responsible

ABOUT ME

I am a passionate and structured programmer with the dream of working with video games and computer graphics. I love challenging myself with anything from math to programming, playing instruments and learning how to ride a unicycle. I am inspired and motivated to understand how the world works in order to model it and represent it with computer graphics.

LANGUAGES

C++

Python

MATLAB

OpenGL

Java

Unreal Engine

Haskell

Vulkan

English

Swedish

INVOLVEMENT

DrawIT

Software Engineering Division, Chalmers

2017 – 2018

Gothenburg

Responsible for cooking food for board game nights with 30-40 attendees once a week

digIT

Software Engineering Division, Chalmers

2017 – 2018

Gothenburg

The committee that is tasked to maintain and develop the digital systems of the division.

8bIT

Software Engineering Division, Chalmers

2017-2020

Gothenburg

The video game society hosting regular game nights, with video games, music quizzes and food