Erik Thorsell

✆ (011 46) 705 347 608
✉ erik@thorsell.cc
🖥 erikthorsell.github.io

Objective

I am currently acquiring my M.Sc. in Computer Science and Engineering, while working part time for Digital Intelligence – a research/consultancy company focused on Machine Learning. As for now, I am not looking for a new position, but feel free to contact me if you have anything interesting to offer.

Education

Aug '16–May '18   **M.Sc.**, *CSALL*, Chalmers University of Technology, Gothenburg.

CHALMERS
UNIVERSITY OF TECHNOLOGY

My studies at the Computer Science, Algorithms, Languages and Logic program are concentrated on artificial intelligence, machine learning as well as the ethics concerning those fields.
GPA: 4.8 / 5

Aug '13–May '16   **B.Sc.**, *Computer Sc. & ENGG*, Chalmers University of Technology, Gothenburg.

CHALMERS
UNIVERSITY OF TECHNOLOGY

A broad education that taught everything from calculus and control systems to databases and FPGA programming. The education exposed me to the diverse and complex field of CSE and gave me opportunity to try bits and pieces from all parts of the field.
GPA: 4.4 / 5
Thesis: `http://bit.ly/2gO4d3q`

Aug '11–Jun '12   **Team Training School West (TTS)**, Dalkarlså Community College, Dalkarlså.

A theological education with emphasis on leadership. Not only did the education cast light upon the complexity that comes with organizing a large community, I also got a better understanding of the importance of structuring my own everyday work.

Experience

Sep '17–Dec '17   **Consultant / Researcher**, Data Intelligence Sweden, Gothenburg.

Working as part time consultant and researcher, exploring bleeding edge machine learning technology which I later use to help our customers embrace the power of big data.

Summer 2017   **SW Development and Operations**, Volvo Cars, Gothenburg.

Was selected to be part of Volvo Cars' Engineering Student Concept (VESC) Programme. As part of the "tools team" (the tools were mainly Jenkins, Batch, Python and Matlab), I helped maintain and develop the in house "Software Factory" (SF). During the summer I, among other things, converted the Jenkins part of the SF to Declarative Pipelines and automated a series of tasks, freeing up hours for the developers.

Oct '16–Apr '17   **SW / FW Developer**, NEVS, Trollhättan.

Along side my master studies I worked for National Electronic Vehicle Sweden. My work was conducted at the SW/FW department and was concerned mostly with BMS modelling, and visualization of said models. During this period I developed a GUI for such a BMS-model, using Matlab GUIDE.

Summer 2016   **Intern**, NASA, NVI Inc., Greenbelt, MD.

During a 10 week internship at Goddard Space Flight Center I worked alongside two other interns on two software projects. Our work resulted in a new way for the VLBI groups all over the world to calculate slewing models for their antennas.
Link to work: `http://bit.ly/2c9ORv7`

Aug '14–May '16   **Supplemental Instructor**, Chalmers University of Technology, Gothenburg.

CHALMERS
UNIVERSITY OF TECHNOLOGY

The role of a "supplemental instructor" is to help students to teach themselves by providing the students with material that challenges them, and then guide them through their work.
I have instructed all of the math courses given at the computer science program.

Positions of Responsibility

May '17–present **Chairman**, Chalmers Software Craftsmanship Guild, Chalmers Uni. of Technology.
Elected as chairman for Chalmers' newly founded society, focused on open source software development and capture the flag competitions.

Aug '15–May '16 **Commissioner**, The Educational Advisory Council, Chalmers Uni. of Technology.
Elected as a member of the educational advisory council at Chalmers University of Technology, responsible for the communication between the students and the professors. During my year on the council I improved my ability to "make a case", both for myself and those I represented.

Jan '15–May '16 **Student Ambassador**, Chalmers Com & Ad, Chalmers Uni. of Technology.
As an ambassador for Chalmers University of Technology I attended exhibitions and schools representing both Chalmers and my program of study, Computer Science. I was able to work more on my "public speaking skills" and to "sell my school and program".

Computer skills

Python My language of choice. Common scripting language at Volvo, and the language used for the second project during my internship at NASA.

C Acted as team leader for a project at Chalmers where our team created a version of the game Bomberman for an ARM-based computer.

Fortran During my internship at NASA this was the main language used as we rewrote the I/O part of Calc/Solve.

VHDL Designed a RISC CPU, and configured an FPGA with said CPU, during the course Digital Design.

Java Most commonly used language during my B.Sc. in which I for instance have implemented data structures, sudoku solvers and path finding programs for community transits.

Haskell Wrote a type checker and interpreter, as well as a code generator, in Haskell for the course Programming Language Technology.

Matlab Familiar with the basics of Matlab. Also have experience with GUIDE, in which I developed a GUI for a BMS-model at NEVS.

Typescript Together with four other students, I wrote an AI similar to Shrdlu, in the course Artificial Intelligence.

Erlang Created an IRC inspired chat software (server & client) during the course Concurrent Programming.

Scripting If I find myself doing a task more than once I will look into the possibility of scripting said task. These scripts I often write in Bash, but I also have experience with Windows Batch Scripting.

Operating Systems Comfortable using: Linux, macOS, BSD and Windows.

Certificates Cisco Certified Networking Associate (CCNA) Routing and Switching version 5.0

Licenses and Languages

Licenses MC/Car: AM/A1/A2/B
Fork Lift: A2/A4/B2

Languages **Swedish** – Mother tongue
English – Professional proficiency