Eric Arnebäck – Curriculum Vitae

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Date of Birth	29 November 1993	**Website**	erkaman.github.io

Education

2012-2015 BSc in Information Technology, Chalmers University of Technology

2015- MSc in Computer Science, Chalmers University of Technology

Software Engineering Skills

- Advanced knowledge of **Graphics Programming** with **OpenGL** and **WebGL**.
- Advanced knowledge of **Object-Oriented Development**, mainly using **C++** and **Java**.
- Intermediate knowledge of **GPGPU Programming** with **CUDA** and **WebGL**.
- Intermediate knowledge of **Machine Learning**, mainly with **Tensorflow**.
- Intermediate knowledge of front-end web development using **Javascript**, **HTML** and **CSS**.
- Intermediate knowledge of **Version Control** using **git**.
- Basic knowledge of **databases** using **SQL**.
- Basic knowledge of using scripting languages such as **Python** and **Ruby**.

Personal Projects

regl

I am a very active contributor to the **open source WebGL framework regl**. My many contributions include: writing many code examples for the purpose of making the framework easier to learn for beginners, reporting and fixing many bugs, writing unit tests, writing and improving the documentation, and I have also written benchmarking and profiling tools for the framework.

regl-cnn

Using the aforementioned framework regl, I implemented a **handwritten digit recognizer** on the GPU with **WebGL**. The main purpose was to demonstrate that regl can be used to greatly simplify **GPGPU** programming using WebGL.

gl-water2d

I implemented a water simulation with **Smoothed Particle Hydrodynamics** using **Javascript** and **WebGL**. The main purpose of the demo was to provide a readable reference implementation of water simulation in Javascript.