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

2015-2017 MSc in Computer Science, Chalmers University of Technology

Employment History

Sep 2016 - Mar 2017 Fraunhofer-Chalmers Centre for Industrial Mathematics
Contracted Student

Worked as a contracted student a couple of days a week while studying at the university. I explored and implemented approaches to rendering particle simulations with a large number of particles at interactive frame rates. I also explored and implemented procedural generation of meshes, where the meshes are to be used in the visualization of particle simulations.

Technologies Used: GLSL, OpenGL, C++.

Jun 2017 - Present Fraunhofer-Chalmers Centre for Industrial Mathematics
Development Engineer

Responsible for developing and adding new features to the graphics engine of the software Industrial Path Solutions(IPS).

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 **OpenGL**.
- Intermediate knowledge of **front-end web development** using **Javascript**, **HTML** and **CSS**.

Selected Personal Projects

regl

I was once a very active contributor to the **open source WebGL framework regl**. I have written many code examples for the purpose of making the framework easier to learn for beginners, reported and fixed many bugs, written unit tests, writing and improved the documentation.

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.