

# CLAES ANDERSSON

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## EDUCATION

AUG 2019 **Computer Engineering Master's Degree**  
AUG 2012 *Information and Communication Technology*. Luleå Tekniska Universitet.  
Focus on Algorithms, Design paradigms, high levels of abstraction, Networking, and Internet services and development.  
AUG 2019 **Master's Thesis**, [Link](#)  
*Predictive Model for Traffic Control in Underground Mines*, Luleå University of Technology, Mobilaris MCE

## WORK EXPERIENCE

*Current* **Software Developer**  
JUN 2017 Mobilaris Mining and Civil Engineering  
Started as a summer job developing a POC for a cross-platform mobile version of the existing underground positioning system. Running on native C++ on an Android tablet and using OpenGL the POC ran smoother and was more responsive than the existing desktop version. After the summer job and POC was completed the project was assigned a team of seven people, made into a product and considered the company's highest priority. I was kept on working part time while completing my studies. Did my Master Thesis at Mobilaris, in which mine traffic is predicted by processing millions of logs. Mainly using C++ and CMake, some Python, and LaTeX. After completion I worked on a new POC of displaying a heatmap of data in the mine map using Unity, which also quickly became an important product.

OCT 2018 **Co-founder**  
SEP 2013 DC Technological Innovations HB  
A company created in an attempt to bring Bitcoin to our university and make it the dominant payment method within campus.

JUN 2017 **Brand Ambassador**  
MAR 2015 Academic Work  
Participating in different events and career fairs to recruit candidates. The job requires good communication skills and teamwork.

AUG 2016 **Junior Developer**  
JUN 2016 isMobile  
Summer job. Worked with developing a demo suite for their Android Application Module. Primarily used XSLT, HTML, JavaScript, Java and LaTeX

## LANGUAGES

FLUENT: Swedish English

## COMPUTER SKILLS

LANGUAGES:	C++	C#	JavaScript	Python	Go
	Bash	Haskell	Java	Prolog	
OTHER:	LaTeX	Git	OpenGL	Unity	Linux
	CMake	Android	Blender	3ds Max	

REFERENCES AVAILABLE UPON REQUEST