

CLAES ANDERSSON

PERSONAL DATA

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EDUCATION

JUN 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.
Ongoing **Master Thesis**
*A Decentralized Agent-based Decision Support System for Traffic Control in
Underground Mines, Luleå Tekniska Universitet, Mobilaris MCE*

WORK EXPERIENCE

Current Developer
JUN 2017 Mobilaris MCE
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. The same company where I conduct my Master Thesis.

Current 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. Now mostly idle.

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

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

LANGUAGES

SWEDISH: Mother tongue
ENGLISH: Fluent

COMPUTER SKILLS

TRADITIONAL LANGUAGES:	C/++/#	Java	Python	Go!	
WEB DEVELOPMENT:	JavaScript	HTML	PHP	MySQL	CSS
OTHER:	LaTeX	Git	Haskell	Prolog	
ENVIRONMENTS:	OpenGL	Android	Unity	3ds Max	Unix

REFERENCES AVAILABLE UPON REQUEST