

CLAES ANDERSSON

ADDRESS: Vänortsvägen 5, Luleå, Sweden
PHONE: +46 73 763 87 77
EMAIL: Claes.Gustaf.Andersson@gmail.com
LINKEDIN: [linkedin.com/in/ClaesGustaf](https://www.linkedin.com/in/ClaesGustaf)
GITHUB: [GitHub.com/Fizzr](https://github.com/Fizzr)



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. The same company where I conduct my Master Thesis.

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

SWEDISH: Mother tongue
ENGLISH: Fluent

COMPUTER SKILLS

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

REFERENCES AVAILABLE UPON REQUEST