Angelina VON GEGERFELT

PERSON DATA

BIRTH AND PLACE:	Sweden | 14th of September 1992
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COMPUTER SKILLS — TECHNOLOGIES THAT EXCITE ME

C++/C, Javascript, NodeJS, ExpressJS, Python, PostgreSQL, C#, Sublime, Git, CSS, Bash, Gstreamer, Adobe Premiere Pro, Adobe After Effects, LaTeX

LANGUAGE

SWEDISH:	Native language
ENGLISH:	Fluent (Documented bilingual)

EDUCATION

Present — AUGUST 2012

Master of Science of COMPUTER SCIENCE
300 points, The Royal Technical University, Stockholm

I am studying the last year of Computer Science and taking a new Master that combines Human & Computer Interaction with Media Technology, focusing on Interaction Technologies (UX).

SUMMER 2015

Game design in Uppsala
Uppsala University

The course includes different aspects of game design, both digital and analog games. It talks about the process to create a game and what to think of. During the course you work in a small group to design and create a small game. My group worked in Unity 5.

SUMMER 2013

Exchange in Romania
Board of European Students of Technology

Together with students from other technical universities in Europe I programmed a robot in C# and with a Kinect at Romania's biggest technical university.

| www.best.eu.org

AUG 2011 - JUNE 2012

Technical Base-year, *eligibility for a technical university*
60 points, The Royal Technical University, Stockholm

A base-year for a technical education where you study math, physics and chemistry.

AUG 2008 - JUNE 2011

Pre-IB & Diploma Degree from INTERNATIONAL BACCALAUREATE
Torsbergsgymnasiet, Hälsingland

First I studied a mandatory year called Pre-IB, making the education take place during a three year period. International Baccalaureate, or IB, is a two-year education that is almost completely in English. Upon completion you receive a *Bilingual Diploma*.

Work Experience

Summer 2017	Programmer at Referanza, Stockholm *Frontend and UX* Referanza is a startup which creates a platform for *Micro Influencer Marketing*. Their customers are mostly organizers of experiences such as shows, music, sports and games. Referanza provides them with a way to get their satisfied customers to spread the word on social media. I worked as a frontend and UX engineer, improving their platform and helping them make a more user friendly system.
Summer 2016	Internship at Ericsson, Stockholm *Video streaming researcher* Me and one other intern developed tools and built a prototype for distributed video transcoding. I worked primarily in Gstreamer and Python, where I wrote a program for starting streams and then comparing the streamed video quality (PSNR) in order to test various streaming protocols, among other things. The tools we developed would later be used by other research departments.
Summer 2015	Summerwork at Avaitec AB, Stockholm *Create intranet in Sharepoint for companies* I wrote a script in order to transfer a lot of data from one page to a new one, without changing owner or date. Made small CSS-changes since the customer had switched design on their profile.
Summer 2014	Summerwork at Avaitec AB, Stockholm I started by transferring files and such from an old intranet to the new. Then I got the task to create a CSS-file for a possible new customer.
January 2013 - March 2014	On call at Middagsfrid AB, Stockholm *Bags of food to your door.* The day of the delivery one person is on call by the phone and make sure that all the deliveries goes smoothly. If there would be a problem for either customer or driver it need to be solver immediately. The work demands that you are flexible, service-minded and a problem-solver. Customer satisfaction is always top priority.
June 2013 -Aug 2013	Summerwork at Middagsfrid AB, Stockholm I got extra work at Dinnerpeace on their customer service. This is similar to the "on call" work, but you take care of everything concerning customers. The larger variety of work demands more of the person, but the target is still customer satisfaction.

Undertakings   Trustee-work at school

14/15	Konglig Lokalchef, *Chapter House Boss* **Konglig Datasektion**, KTH META is the Chapter House that is shared between the Media Technology Chapter and Computer Scientist Chapter at KTH. One representative from each chapter is together in charge of the Chapter House Group and takes care of META.
2014	Volunteer responsible for the Technical Base-year Reception *Second in Command of the Reception* **Fria Sektionen/THS**, KTH The Reception for the Technical Base-year students started Autumn 2013, and I was chosen to be second in command. The entire Reception were done by 12 people, with 277 new students starting 2014. My primary responsibility were the staff, but I also shared a lot of the work towards the new students. We spent a full year working on creating a reception from scratch, with no backing from any organization. This was the biggest project I have ever worked on.