Patrik Fjellstedt

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Welcome to RenderCV!

RenderCV is a LaTeX-based CV/resume version-control and maintenance app. It allows you to create a high-quality CV or resume as a PDF file from a YAML file, with **Markdown syntax support** and **complete control over the LaTeX code**.

The boilerplate content was inspired by Gayle McDowell.

Education

Lunds Tekniska Högskola, MSc in Engineering, Computer Science and Engineering — Sept 2019 – Oct 2024

- **Coursework:** C/C++ Programming, Algorithms and Datastructures, Graphics Programming and Multicore Programming

The Game Assembly, Spelprogrammerare — Sept 2013 – Oct 2016

- **Coursework:** C++ Programming, Specialzied courses for computer science in games.

Experience

Game Programmer, Lionbite AB – Stockholm — April 2016 – Aug 2018

- Reduced time to render user buddy lists by 75% by implementing a prediction algorithm
- Integrated iChat with Spotlight Search by creating a tool to extract metadata from saved chat transcripts and provide metadata to a system-wide search database
- Redesigned chat file format and implemented backward compatibility for search

Publications

Improving probe and surfel placement for dynamic diffuse global illumination — June 2024

Patrik Fjellstedt, Martin Antoniev

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Projects

Multi-User Drawing Tool — github.com/name/repo

- Developed an electronic classroom where multiple users can simultaneously view and draw on a "chalkboard" with each person's edits synchronized
- Tools Used: C++, MFC

Synchronized Desktop Calendar — github.com/name/repo

- Developed a desktop calendar with globally shared and synchronized calendars, allowing users to schedule meetings with other users
- Tools Used: C#, .NET, SQL, XML

Custom Operating System — 2002

- Built a UNIX-style OS with a scheduler, file system, text editor, and calculator
- Tools Used: C

Technologies

Languages: C++, C, C#, JavaScript

Technologies: Git, CMake