FREDRIK JOHNSON

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EDUCATION

High School
Technology Program with Specialization in Programming & Mathematics
LindenGymnasiet   *2008-2011*

University
B.Sc in Media Technology & Engineering
Linkoping University   *2014*

M.Sc in Media Technology & Engineering
Linkoping University   *Exptected graduation, June 2016*

EXPERIENCE

Bahelor Thesis,
Game of Domes   Spring 2014
Developer   *Visualiseringscenter C, Norrkoping*

Together with six associate students I Developed a framework which can be used to create immersive games for dome theaters and planetariums which utilises several projectors to cover very large screens. The project was initiated by the Visualization Center C in Norrkoping, where the goal was to create an immersive game which emphasizes on co-operation between the players. The framework was developed in three different components; a server, a web client and a client running the application. The framwork was developed using C++, Node.js and various C++ libraries such as eNet (networking), Open Scene Graph (graphics), Bullet (physics) and Simple Graphic Cluster Toolkit (multiple projectors).

Media Technology Days   Fall 2014 - Spring 2015
In charge of exhibition   *Norrkoping, Sweden*

Together with twelve assosiate students I participated in organizing an annually event, The media Techonology Days. The Media Technology Days is a non-profit event arranged by students, connecting students, working media technicians and companies in the industry. I was in charge of the exhibition, making sure everything was set up correctly and working as expected during the event. I had a close contact with all the companies that either delivered or attended the exhibition. Where i learned to cope with stress and to handle a lot of different personalities one encounters when working in a group.

LANGUAGES

Swedish   First language
English   Fluently both in speech and writing

SKILLS AND TECHNICAL STRENGTHS

Computer Languages   C, C++, C#, Java, OpenGL, Javascript, Matlab
Tools   Git, Valgrind, LaTeX, Scrum

PLATFORMS

Developing using linux on a daily basis which is the prefered platform. However also proficient using Windows and oher Unix based systems as well

HONORS AND AWARDS

Nominated to the Gray Cube   2013
Best tech project of the year   *Norrkoping, Sweden*

The Cubes is a annually held competition where all Media Technology students can participate with their school projects. Me and four associate students got nonimated to the Gray Cube, best tech project of the year, with our fast paced multiplayer game Tube Wars.