

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
Linköping University

2014

M.Sc in Media Technology & Engineering
Linköping University

Expected graduation, June 2016

EXPERIENCE

Bachelor Thesis, Game of Domes

Developer

Spring 2014

Visualiseringscenter C, Norrköping

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 Norrköping, 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 framework 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

In charge of exhibition

Fall 2014 - Spring 2015

Norrköping, Sweden

Together with twelve associate students I participated in organizing an annually event, The media Technology 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
Tools

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

PLATFORMS

Developing using Windows on a daily basis which is the preferred platform. However also fairly proficient using Unix based systems as well

HONORS AND AWARDS

Nominated to the Gray Cube

2013

Best tech project of the year

Norrköping, 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 nominated to the Gray Cube, best tech project of the year, with our fast paced multiplayer game Tube Wars.