

# John Segerstedt

## Resume



## EDUCATION

### Chalmers University of Technology, Göteborg

#### *Master's Degree. Interaction Design & Technologies, 120 c*

AUGUST 2019 - JUNE 2021

The Interaction Design & Technologies Master's Programme at CTH focuses on user experience. Personally elected courses focused on computer game development and machine learning. This programme was completed with an average grade of 4.7 / 5.0.

### Chalmers University of Technology, Göteborg

#### *Bachelor's Degree, Software Engineering, 180 c*

AUGUST 2016 - JUNE 2019

The Software Engineering (*Informationsteknik*) Bachelor's Programme at CTH focuses on object-oriented modelling and programming. This programme was completed with an average grade of 4.6 / 5.0 and a Bachelor's thesis score of 97 / 100.

## JOB EXPERIENCE

### Ericsson, Gothenburg

#### *Junior Software Developer*

July 2021 - PRESENT

Currently working full time as a C++ developer at Ericsson, Gothenburg, at the Mobile Interception Broadband (*MIB*) department.

### Avalanche Studios Group, Remote

#### *Procedural Animation Programmer – Master Thesis*

January 2021 - June 2021

My Master Thesis was written on the topic of neural network generated character animation in collaboration with Avalanche Studios Group, Stockholm.

### Game Mechanic Studios, Remote

#### *Independent Game Developer*

January 2019 - PRESENT

During the summer of 2018, I developed the computer game 3Buttons in C#, using the Unity game engine. The publishing rights to a version of the game was later contracted to the American publishing company Game Mechanic Studios for release within the Chinese region. For the rest of the world, the game is available for free in the online game library Steam.

### Tajes Kiosk AB, Våxtorp

#### *Grocery Store & Diner Employee*

JUNE 2015 - JULY 2015

### Laholms Golfklubb, Våxtorp

#### *Kiosk Cashier*

MAY 2012 - OCTOBER 2014

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[Digital Portfolio](#)

## SCHOLARSHIPS AND CERTIFICATES

### Member of the CTH IT+++

#### **Program Management Council**

COUNCIL

FEBRUARY 2020 - NOVEMBER 2020

Was elected membership on the Program Management Council by the Program Manager for Software Engineering at CTH.

### C2 Proficiency in English, Cambridge Assessment

JUNE 2016

Attainment of the highest mark, “Grade A”, within all of the five fields: Reading, Use of English, Writing, Listening, and Speaking. C2 Proficiency is the highest level of English qualification Cambridge Assessment award.

### Swedish Scholastic Aptitude Test

OCTOBER 2015 & APRIL 2016

Completed the Swedish SAT (*Högskoleprovet*) with a quantitative (*Mathematics*) score of 2.0 / 2.0.

### Berzeliusdagarna Scholarship

JANUARY 2015

Obtainment of the Berzelius scholarship, an exclusive invitation to a two-day conference event on the topic of chemistry.

## PROGRAMMING LANGUAGES

- C++
- C#
- Java