CONTACT

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Tokyo, Setagaya-ku,
Ikejiri 3-16-14 2D

EDUCATION

M.Sc. Media Technology, Interactive Media Technology, KTH Royal Institute of Technology **2020-2022**, Stockholm Sweden

Bachelor's degree, Media Technology, KTH Royal Institute of Technology **2015-2019**, Stockholm Sweden

SKILLS

Programming languages
Proficient in:
Python★, JavaScript, SQL, CSS, HTML, Typescript
Familiar with:
C#, Kotlin, Java
Libraries / Tools:
Git, React, Vue, D3JS, MS SQL Server Management Studio

Languages
Proficient in:
Swedish★, English★
Beginner:
French, Japanese, Malay
Hobbies
Running, Badminton, Books, Travel, Guitar, Social Activities

Hello, I'm **Leo Bergqvist,** a software engineer passionate about sustainability and *technology*

I hold a **M.Sc.** in **Interactive Media Technology,** specialized in *visualization*. My skills include:

- Web development with modern frameworks
- Backend development
- Database management systems
- Graphic design & data visualization
- Interaction design & user experience (UX)
- Evaluation of interactive systems
- Ethical, sustainable, and socially responsible technology development
- Big data analysis tools & technologies

Work Experience

Lime Technologies - Application Consultant (2023–2024)
- Customized the company's CRM product to meet client-specific needs
- Worked directly with customers as a consultant, delivering tailored solutions.
- Utilized various technologies, including: Python, TypeScript, CSS, SQL, VBA

Most notable project: Developed automatic sales- and customer checker for a car supplies company. Reduced manual work by 98% in time savings
- Tracked salespeople's visits to new customers.
- Monitored customer purchases.
- Managed current and prospective customer statuses (inactive, not a customer, current customer) based on frequency of visits over time.
- Streamlined workflow and improved sales tracking.
- Enhanced customer relationship management.

Other work experience:

KTH - Mentor at Funka (2022-2022)
- Worked for my University support system for students with disorders such ADHD and Autism
- Worked as a one-on-one coach.
- Improved the study experience for a student with ADHD, using principles of interaction design and UX.
- Created effective habits to enhance study routines to achieve study goals
- Designed solutions that contributed to the student's success and progress in studies as showed by study results and follow up interviews

KTH - Teacher Assistant (2021-2022)
- Assisted in the delivery of Applied Computer Science (course code: DD1320) and Programming Techniques (course code: DD1310).
- Managed classroom activities.
- Graded assignments.
- Communicated with students, providing additional resources and clarification to enhance student understanding of course material

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School Projects

Overview of projects from University courses showing some of the skills I've practiced (check out **https://leobergqvist.github.io** for in depth technical info, pictures and videos**)**

Climate-Art (2021):
- An interactive, collaborative game that enables users to explore CO2 emissions, offering a learning experience about climate change and energy sources through a shared 3D world and map.
- Responsible for the game concept, implementing world effects such as smog/pollution and a dynamic day-night cycle, designing game mechanics, and developing an engaging UI that tracked emissions caused by users' interactions with the game.

Technology: Unity, C#, Git

Macrophighters (2021):
- This was an interactive AR game based loosely on the immune system. Users had to eat incoming bacteria before they could enter the blood system and cause a fever, offering a fun and educational experience.
- I was responsible for shaping the game's concept, creating an engaging AR experience, and improving the overall gameplay and interactive features. I also contributed to developing the game mechanics, such as image tracking

Technology: Unity, C#, ARfoundation, Git

Staffiz (2020):
- Assisted a teacher responsible for scheduling teachers and courses for our chapter, where Excel became insufficient due to the complexity of the data.
- Developed an efficient visualization that provided an overview of teachers and courses, allowing easy filtering, adjustments, and a clear view of the schedule.
- Resulting time was needing less than 50% to do scheduling

Technology: JavaScript, CSS, HTML, React, D3.js

ARthello (2020):
- Augmented reality version of Reversi (Othello) that allowed players to experience the traditional game in a dynamic AR environment.
- I helped develop the AR experience, and implementing the game details such as sound and animations

Technology: Unity, C#, Git

Heard-When (2020):
- A multiplayer music trivia game inspired by a Swedish board game called "När då då?". Players listen to songs and guess their release year relative to other songs.
- I helped develop the design and on the user interface, ensuring players could easily interact with the game and track their progress.

Technology: JavaScript, TypeScript, CSS, HTML, Vue, Firebase