Rasmus Ståhl

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CV

Technical Skills

Tech (most experienced)	JS/ES6, HTML5, CSS3, SASS, React, Redux, C#, C++, Matlab, OO programming.
Tech (Some experience)	Jest, Webpack, PHP, Firebase, Node.js, npm, yarn, babel, React hooks, AJAX, d3.js, jQuery, TypeScript, SQL, Java, Lua, LaTeX, OpenGL, WebGL, Three.js.
Software	Unity, 3DS Max, Adobe Photoshop, Adobe Flash, Adobe Illustrator.
Version Control	Git, SVN.

Work Experience

Aug 2019–Present **Software Developer**, *Uniface BV*, Amsterdam, The Netherlands.
Fulltime software development job. I am part of a scrum team taking on tasks including development of new features, maintenance, bug fixing, writing tests and documentation, etc. Coding mainly in C++, with some JavaScript and Uniface's own scripting language called Proc Script. Version control: Git, CI: Jenkinks.

Jun-Aug 2018 **Software Developer Machine Vision**, *SICK IVP*, Linköping, Sweden.
Summer job at SICK IVP in Linköping. SICK is a company that develops 2D and 3D Machine Vision camera hardware and software. My work included developing 2D machine vision user applications in Lua for image processing and analysis.

Oct 2010–Aug 2013, summers 2016 and 2017 **Customer Service Worker**, *Telenor Sverige AB*, Kalmar, Sweden.
I was a customer service worker at a major telecom company in Sweden called Telenor. My work tasks included receiving calls from customers, whom I provided with service and help with various problems. Also selling subscriptions to current and potential customers.

Education

2017–2019 **Masters Degree in Media Technology and Engineering**, *Linköpings Universitet*, Norrköping/Linköping, Sweden.

2014–2017 **Bachelor's Degree in Media Technology and Engineering**, *Linköpings Universitet*, Norrköping, Sweden.

Degree projects

Climate change visualization, *M. Sc. project in Media Technology and Engineering* .
- Developed a 3D VR climate visualization tool for the HTC Vive in Unity + C# using GIS and raster data.
- The project involved creating a full user application experience, researching and applying ways to show the effects of climate change on a city and creating an immersive and intuitive user interface/experience.

Notes 3D, *B. Sc. project in Media Technology and Engineering*.
- Developed a web-based piano game with MIDI-keyboard controls.
- Stereoscopic 3D effect experienced with 3D glasses.
- Written in HTML5/JavaScript/CSS with Three.js/WebGL.

Personal projects

Backstory, *An online social game*.

- A simple online game that can be played with two people or more.
- One person picks a story card and reads the premise to the story aloud to the rest. He/she then reads the backstory to him-/herself. It is then the job of the others to figure out the backstory by asking 'yes' or 'no' questions.
- Written in JavaScript/HTML/SCSS with React, and Firebase for data handling/storage. Original artwork done in Adobe Animate. Solo project.

pBlog, *A personal blog site for the web*.

- This blogging site allows users to write blog posts and save them on their personal page.
- The posts may be edited at any time and easily shared with anyone.
- Written in JavaScript/HTML/SCSS with React+Redux, and Firebase for data handling/storage. Solo project.

Tha Weather, *An online weather app*.

- Shows weather report for a user picked location (data from openweathermap.org)
- Shows the weather at different timestamps during the day.
- Includes a four day forecast as well
- Written in JavaScript(ES6)/HTML5/SCSS with React+Hooks, d3.js. Solo project.

A NEAT Driving Simulator, *Self driving cars using Neural networks*.

- Developed a simulation for self driving cars using machine learning methods.
- Modified an open source Unity driving simulator, and implemented the NEAT algorithm (Neural Evolution through Augmenting Topologies) in C# to teach cars to drive through a track. Collaboration with one other developer.

Facial Recognition.

- Developed a face recognition application in MATLAB that detects and recognizes the face in an image from a given database.
- Implementation included algorithms for eye- and mouth detection and PCA. Collaboration with three other developers.

VAST Challenge.

- The Visual Analytics Science and Technology (VAST) Challenge is an annual contest with the goal of advancing the field of visual analytics. I took part in one of the challenges as part of a course in advanced visual data analysis.
- Vast amounts of gps tracking data, GIS data and other data sets was used in order find correlations through numerical analysis, such as clustering, and also visual analysis through plotting gps movements etc. Tools used include Matlab, HTML, Javascript + d3.js. Collaboration with one other developer.

MazeGeneratorGame.

- Unity application that produces random perfect mazes. Spawns a character that can collect coins with user input.
- The application takes in a width and a height value through a GUI and the produces a random 'perfect maze' with the given dimensions using depth first search + a recursive backtracker. The user can also collect coins randomly placed in the maze with a character.
- Written in C# in the Unity game engine. Solo project.

Rob Botman the Game, *2D plattformer game*.

- Developed a 2D plattformer game in Unity.
- The user operates a robot which utilizes a slingshot and collects power ups to fight off waves of enemy robots. Implemented in Unity + C# with custom made physics and graphics. Collaboration with one other developer.

Other Skills/qualifications

Languages	English (fluent), Swedish (fluent)
Driver's License	B-license

Contact

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