

**Anton Larsson**  
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**Curriculum Vitae**

## Personal information

- Name: Anton Larsson
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## Education

### Uppsala University 2014 – current

**Bachelor of Computer Science**, minor in mathematics.

Beyond merely making me a better programmer, this program has developed my understanding of everything around computers, making me able to write much more efficient, maintainable and testable code.

### Thorildsplans Gymnasium 2009 – 2012

Technical program with emphasis on networking and programming.

A great start for my programming experience. After having spent a few months teaching myself I received a great mentor who made sure I didn't pick up any bad habits while still enabling my growth as a programmer. Also studied courses from the Cisco program here, relatively close to a certificate.

## Example Projects

[Source code is available online.](#)

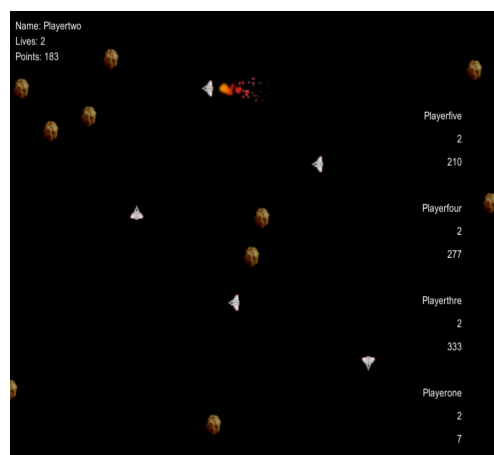
There's also a couple of more interesting projects there.

### Multiplayer Asteroids

- [Complete report available online](#)
- Highly concurrent back-end written in Go.
- .NET / C# and Unity front-end.
- Ultra scalable:
  - Up to 8 players in a single game.
  - Atleast 10+ games in progress at once, even more with a more powerful server.

A multiplayer remake of the classic arcade game Asteroids.

The project I've learnt the most from in my 7 years as a programmer, as we had to figure out everything from how to structure a big project with a medium sized team, to how client-server communication works.



## Pollax Mud game

- Written in java
- Complex hierarchy and inheritance
- Excellent example of well documented and tested code

Simple role playing game set in the halls of Uppsala University, you are a student who can enroll in courses, take tests and eventually graduate!

We made this project to further explore inheritance and structures in slightly bigger java projects.

```
Kommandotolken - make
----Welcome To POLLAX MUD!-----

You hare in Hallway 2.
What do you want to do? (Type help for command list)
help

Available Commands:
go [direction]      - Move to direction ex: go west
go                  - Show possible moving directions
list                - List creatures and items in room
use key with [direction] - Open door to direction
pick up [name]      - Pick up item with name
drop [name]         - Drop item with name
inventory           - Show your inventory
enroll [name]       - Enroll to course with name
talk [name]         - Talk to creature with name
trade [name]        - Trade with student
graduate [name]     - can only be used at sfixen to complete game
exit               - Quit game

You hare in Hallway 2.
What do you want to do? (Type help for command list)
go
Hallway 1 (Unlocked)
|
Room 1247 (Unlocked)
-----
X (This is a wall)
|
Hallway 3 (Unlocked)

You hare in Hallway 2.
```

## Work Experience

### Consultant 2013 – 2014

[Proffice](#) – Stockholm, Sweden

Substitute for receptions and other facility management positions. Worked in many different environments and places, such as for Verizon and Philips, but also smaller companies such as Caverion.

### Languages:

English – Fluent

Swedish – Fluent