



## Gustav Björk

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Born 23 February 1996

### WORK EXPERIENCE

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*Jun 2023 – Now*

#### Development Team Lead

MSAB, Stockholm

*Oct 2021 – Jun 2023*

#### Software Developer and Scrum Master

MSAB, Stockholm

- I work on tools used in IT forensics to gather evidence from mobile phones.
- Reverse engineering and code injection to decode app data.
- Most of my work is done in C++.

*Jan 2021 – Oct 2021*

#### Graphics programmer for the Gripen E/F aircraft

Saab AB, Järfälla

- I worked on the rendering framework used for the displays in the Gripen E/F aircraft.
- I was part of a small team of 3 people where we had the sole responsibility for the rendering framework. This allowed me to be included in architectural and design decisions.
- I worked in C++ and using the rendering API OpenGL.

*2012 – 2019*

#### Summer Worker in Software Development

Hitachi ABB HVDC, Ludvika

- I developed tools for the electrical engineers to utilize in their workflow, especially to analyze, compare, and visualize results from power grid simulations. During 2019 I was also a supervisor for the new summer workers at the department.
- C++, Matlab, Python

*Apr 2019 – Jun 2019*

#### Freelance Game Developer

Redgert Comms, Stockholm

- I developed a web-based game to help market the company "K2A Fastigheter" leading up to their stock exchange listing. I was hired as a freelance developer by the PR agency "Redgert Comms".
- The game was made from scratch using JavaScript and WebGL.

### EDUCATION

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*2015 – 2020*

#### Master of Science in Engineering Degree in Game and Software Engineering

Faculty of Computing, Department of Computer Science, Blekinge Tekniska Högskola (BTH)

### SKILLS

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#### Languages

Swedish - Native

English - Fluent

#### Programming languages and APIs

C++, C, TypeScript/JavaScript, Python

### ADDITIONAL INFORMATION

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#### References

References are gladly provided upon request.