

# Rasmus HOGSLÄTT



## PROFILE

Software developer skilled in Rust and C++, with a passion for cutting-edge tech like 3D graphics and AI. I thrive on exploring new techniques through personal coding projects, which occasionally involves contributing to open source projects.

I have a strong background in mathematics, especially mathematics relevant for 3D-graphics and AI, which both are fields I enjoy exploring in my rust coding projects.

## CONTACT DETAILS

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## PERSONAL INFORMATION

Languages: **Swedish, English,**  
Driver's license: **Car, Motorcycle**

## SKILLS

- Languages: Rust, C++,
- Domains: Computer graphics, Visualization, AI, AR
- Tools: Git, Bevy, Azure Cosmos, Linux

## EXPERIENCE

RUST BACKEND DEVELOPER at *Third Act*. **2024.11–pres.**

◊ Developing and maintaining a rust codebase for handling massive amounts of data via APIs and storing it in Azure Cosmos databases.

◊ I also authored an open source time availability checker.

◊ References:

Alex Schultz (CEO): +46 768 108 001

Philip Gyllhamn (Backend lead): +46 760 281 011

SOFTWARE ENGINEER at *Saab AB*.

**2024.06–2024.11**

◊ Worked with underwater systems, maintaining large code bases, especially focused on testing, CI/CD, and bringing rust into the workflow. This role gave me an extra appreciation for Linux and the importance of safe systems.

MASTER THESIS at Voysys.

**2024.01–2024.05**

◊ Developed a mixed reality system for visualizing and controlling remote controlled cars via MR headsets. This was done in Rust, using the Bevy engine, along with additional open source contributions for support that was not yet added. It also entailed programming ESP32 devices with Arduino for hardware and WiFi controls.

RESEARCH ASSISTANT at *Linköping University*. **2021–2023** ◊ Summer

and part time job where I coded 3D visualization tools for an in-house open source project, Inviwo, that provides researchers ability to visualize data. An emphasis was on 3D visualization with volume rendering techniques. This was done primarily in OpenGL and C++.

## EDUCATION

M.SC. IN TECHNOLOGY OF MEDIA.*Linköping University*. **2019–2024**

◊ Similar to a computer science degree, albeit with higher emphasis on mathematics, 3D-visualization and GPU-computing. Throughout my studies I worked as assistant in various roles and also received a scholarship for academic performances.

## HOBBIES

I find most things fun, so I tend to dabble in a lot of interesting things. Some things I like doing are the Rubik's Cube, reading books, building Legos, playing the guitar, and doing various coding projects in my spare time.

I also like to exercise, which is usually in the gym or running. However, I always played team sports growing up, so floorball or football is something I would not mind doing again given the opportunity.