RASMUS ANDERSSON

M.Sc. Computer Science student who focuses on computer graphics and work well with others. Quick learner who loves to overcome challenges with problem solving, learning from them and improving on knowledge every day.



CONTACT

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in Rasmus Andersson (linkedin.com/in/rasmusmea/)

Projects (rasmusmea.github.io/Personal-Website/)

SKILLS

Programming

Java

C#

Rust C++

Python

Soft

Problem Solving Software Development Teamwork & Collaboration

Software & Tools

Unity Editor Visual Studio Code Github

Languages

Swedish Fluent **English Fluent** German **Beginner**

Other

Class B Driver's License

PROJECTS

Read about them on my website!

Individual

• Personal Website Website • GPU-Based Real-Time **Unity Tool Procedural Distribution** of Vegetation on Procedural **Virtual Terrains**

Group

 AquaBox Game • PlanePanic! Game CozyRoads Game

HOBBIES

Discgolf Hiking **Training**

EDUCATION

8/2023 - 2025

MSc in Computer Science

8/2020 - 6/2023

♀ KTH Royal Institute of Technology

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BSc in Computer Science

WORK HISTORY

6/2023 - 8/2023

Software Developer

Summer Intern

• Prototyped and presented custom-ordered communication protocol implementation using Java in a group of 2.

• Implemented and integrated prototype in embedded system using Bluetooth to connect a multi-function test system to mobiles and PCs.

5/2021 - 6/2021

Installation Assistant

♥ KMteknik AB Summer Intern

· Helped install and configure cameras, wireless access points, and network cabling at a smaller hotel.

6/2019 - 8/2019

VR Film Editor **♀** Österåkers Municipality **Summer Project**

· Helped planning, recording, editing, and presenting VR film at elder care facilities together with 7 other summer interns.

• First year participant of Österåkers Municipality's project for "VR for the elderly", which has since become an in-demand cultural activity in the municipality.