Ruben Bromée Media Technology student

Contact information and portfolio

ruben.bromee@gmail.com   LinkedIn   GitHub   +4670 305 06 53   Portfolio

Competencies

• Version control • Design • Problem solving • UX/UI • Agile development • Teamwork • Optimization

Tools and languages

• C++ • Latex • MATLAB • Python • Pytorch • NumPy • JavaScript • React • Figma • HTML • CSS • OpenGL

Work experience

IT-Consultant   weknowit   2022 - Present
At the IT-consulting company weknowit I work part time on different full-stack web applications and mobile applications.

Programming mentor   Linköping University   2021 - 2022
In the student association LiTHehack, I acted as a sounding board and programming mentor for everyone who needed help with programming-related issues.

Education

Bachelors of Science in Media Technology   Linköping University   2018 - 2021
Masters of Science in Media Technology Linköpings University 2021 - Present (Exam 2023)

Projects

I-portalen
In my part time job as an IT-consultant I have helped build the new student portal for a faculty at Linköping University. It was a full-stack web project where I learned a lot about application construction. The tools that were used were **React**, **TypeScript**, **Recoil**, **Chakra UI**, **Strapi** and **Auth0**.

Implementation of a DCGAN
In this project I implemented and evaluated a **deep convolutional generative adversarial network** that generated images. It was very interesting to work with and learn more about neural networks.

Barker
Togehter with a group I helped create a social media application where the user would post sounds instead of text. The tools that were used were **React**, **TypeScript**, **React Query**, **Chakra UI** and **Supertokens**.

Other
I have worked on projects using **3D-graphics** where I used **Blender**, a **modelling-project** where sound propagation in a room was modelled and visualized in **MATLAB** and a bachelors project where exercise was **gamified** in a mobile application made in **Unity**. I have implemented the **PageRank** algorithm, created a recommendation system using **Spotipy** that used **machine learning techniques**, created dynamic **information visualization** with **d3.js** and created a **procedural sound visualization** using **PyOpenGL** and **librosa**. I have also, together with a talented team, created a puzzle game in 72 hours for Ludum Dare 50. The game came in **70th** overall out of over **2000** games. More information about these projects can be found on my LinkedIn and my GitHub.