Contact

stsand@kth.se
072-853 0343
https://linkedin.com/in/stsa

Location

Stockholm, Huddinge

Portfolio

https://staffansandberg.xyz

Github

https://github.com/Sandsten

Languages

Swedish: native language
English: fluent

Interests

Ice skating
Biking
Play classical guitar
Computers

Staffan Sandberg

Education

Kungliga Tekniska Högskolan

2017- **Master in interactive media technology**
Courses including information visualization,
web development and computer graphics.

2013-2017 **Bachelor in Simulation Technology and Virtual Design**
Courses including numerical methods, game design,
object-oriented programming and linear algebra.

Technical Experience

Windows, Ubuntu, Mac

Visual Studio Code, Unity 3D, Unreal Engine, Blender, MS Office

Git, Javascript, HTML, CSS, React.js, Node.js, MongoDB, Three.js,
GLSL, C#, Java, Python, C++, bash, batch script.

Projects

2019 -   **BandMate - Group size: 2**
Jan   Launched BandMate together with a friend. A web application
         for musicians to find a band to join and for bands to find
         musicians in Sweden.

2019   **Global Game Jam 2019 - Group size: 3**
Jan   At the end of January two friends and I participated in a 48h
         hackaton dedicated to creating games. Together we designed
         and created a game named Bear With Me.

2018   **Away From Home - Group size: 8**
Feb-Apr A web application that visualizes the refugee population
         from 1951 to 2016 in an unbiased way.

2016   **SounDark - Group size: 6**
Sep-Okt A VR-game in which the player sees through echolocation.
         The VR-headset picks up the users voice, emits it in the
         virtual world and lights up any surface that is hit. Was a part
         of KTH's exhibition at Comic-Con 2016 at Kista.

Other merits

2012 - 2013   **Hockey player in Tullinge TP Hockey J18**

2009 - 2013   **Canoeist in Tullinge Kanotförening**

2002 - 2009   **Hockey player in Huddinge Hockey**