



## CV – Simon Moos

### Personal Information

**NAME** Simon Moos  
**EMAIL** simon.moos95@gmail.com  
**NATIONALITY** Swedish



### Education

**DATES** 2015 – present  
**CURRENT STATUS** Undergraduate student, 2nd year  
**PRINCIPAL STUDIES** Computer Science with emphasis on software  
**INSTITUTION** Chalmers University of Technology

### Work Experience

**DATES** February 2016 – August 2016  
**EMPLOYER** AddTruly  
**POSITION** Software Developer (part-time employment)  
**RESPONSIBILITIES**

- Planning and rewriting a small prototype into a robust, future-proof, and performant program.
- Helping with other tasks such as tech support, server management (AWS), and web development.

**DATES** February 2015 – July 2015  
**EMPLOYER** RUAG Space, Gothenburg  
**POSITION** Software Developer (4 months internship+summer job)  
**RESPONSIBILITIES**

- Researching and developing new ways of automating and reviewing tests of hardware and software.
- Communicating with a team of senior developers and testers regarding direction and end-goal.



## Curriculum vitae

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| <b>DATES</b>            | September 2014   |
| <b>EMPLOYER</b>         | Göteborgs Kommun, Valberedningen   |
| <b>POSITION</b>         | Valberedare / "Election worker"  |
| <b>RESPONSIBILITIES</b> | <ul style="list-style-type: none"><li>– Helping voters vote correctly in a professional manner</li><li>– Managing the voting process and ballots under strict requirements and regulations</li></ul> |

### Skills and Competences

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| <b>LANGUAGE SKILLS</b> | <ul style="list-style-type: none"><li>– Swedish - Native language</li><li>– English - Fluent (CEFR C2)</li><li>– Spanish - Beginner</li></ul> |
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| <b>PROGRAMMING</b> | 4+ years of experience. Solid knowledge of C++, C, Java, and Swift; experience with PHP, Haskell, JavaScript, and modern web development. |
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Hosting and contributing to open source projects.  
Hosted projects at <https://github.com/Shimmen/>.

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| <b>REAL-TIME RENDERING</b> | Experience with modern and efficient OpenGL. Have been developing my own real-time deferred renderer from scratch using OpenGL and C++ on and off for the past 2 years. |
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| <b>OTHER MERITS</b> | <ul style="list-style-type: none"><li>– Involvement in youth music centre - Worked at ~10 events with different roles, such as band coordinator and stage technician. Was also involved in a major reorganisation of the centre.</li></ul> |
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| <b>REFERENCES</b> | References can be provided upon request. |
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