



CV – Simon Moos

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

Education

DATES 2015 – present
CURRENT STATUS Undergraduate student, 3rd year
INSTITUTION Chalmers University of Technology
PRINCIPAL STUDIES Computer Science & Software Engineering (IT Program)
BACHELOR THESIS Real-Time Global Illumination in Web-Browsers

Work Experience

DATES August 2017 - November 2017
EMPLOYER Chalmers University of Technology
POSITION TA for introductory programming course
RESPONSIBILITIES – Helping and assisting students, examining assignments, and correcting exams

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

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

Skills and Competences

LANGUAGE SKILLS	<ul style="list-style-type: none">– Swedish - Native language– English - Fluent (CEFR C2)– Spanish - Beginner
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PROGRAMMING	5+ years of experience. Solid knowledge of modern 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/>.

COMPUTER GRAPHICS	Theoretical knowledge of computer graphics, offline- and real-time rendering. Experience with modern and efficient OpenGL. Have been developing my own real-time deferred renderer using OpenGL and C++ on and off for the past 3 years. Have also created several tech-demos in WebGL.
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OTHER MERITS	<ul style="list-style-type: none">– 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.
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REFERENCES	References can be provided upon request.
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