

Erik Ihrén

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EDUCATION

2012 - **Royal Institute of Technology, Stockholm**
Master's Degree in COMPUTER SCIENCE
Expected graduation year: 2017
Major GPA: 3.92

WORK EXPERIENCE

Ericsson	Software Developer, June 2014 - December 2014 Worked on automating dependency extraction for Ericsson's entire RNC codebase. The work I did automatically figures out the impacted projects and automatically rebuilds and tests those when a commit is pushed. Also improved upon a general build support tool to simplify continuous integration.
Domain Name Services	Summer Intern, May 2013 - August 2013 Worked in South Africa on programming an internal asset registry in the Django admin interface for registering and keeping track of company assets. I also participated in the ICANN and AFRINIC conferences where I spoke to potential customers about dotAfrica.
Netnod	Summer Intern, June 2011 - August 2011 and June 2012 - August 2012 Developed a user interface with Python's framework Django to help visualize arbitrary data from databases. This was used to automatically translate and present data for Netnod customers in the Django Admin Interface.
KTH	Teaching Assistant, August 2014 - December 2014 Worked as TA for the course Programming Paradigms where students learn about functional and logic programming in Haskell and Prolog.

PROJECTS

Full portfolio can be found on [my personal site](#).

SuperWebRecorder	Developed a project along with 8 other people for The Beta Family. <ul style="list-style-type: none">• Worked as the Project Manager, leading 8 other people while simultaneously participating heavily in programming.• Serialized webpage DOM state as JSON object and sent to database to be replayed later.
Cruiser Command	Spent three years continuously developing my own mod for Starcraft 2, played by thousands. <ul style="list-style-type: none">• Average rating of over 4.8/5 out of over 2000 reviews.• Implementing advanced AI for a complex team-based strategy game.• Working and fixing bugs in a code base with over 25,000 lines of my own code.
Kartobot	Built and programmed a mapping robot with two friends. Uses ultrasonic sensors to draw a map. <ul style="list-style-type: none">• Implemented A* pathfinding algorithm in C• Optimized algorithm for extreme memory constraints (10kB)• Modified algorithm to use binary heaps to increase performance with 100x.

COMPUTER SKILLS

Languages	I'm experienced with Python, Java, C# and C/C++. I'm also familiar with a great deal of other languages like Lisp, Go, Haskell, Prolog and Javascript.
Tools/Frameworks	I have experience with following tools and frameworks: Git, CAD, Django, SQL, HTML/CSS and LaTeX.

PRIZES AND AWARDS

- Finalist in Swedish national programming competition at high school level.
- First place in Linköping University's case competition 2011.
- Second place in Spotify's Hockey Programming Challenge.