

Curriculum Vitæ

Erik Ihrén

EDUCATION

2012 - **Royal Institute of Technology**, Stockholm
Master's Degree in COMPUTER SCIENCE
Expected graduation year: 2017
Major GPA¹: 3.92

WORK EXPERIENCE

<i>Current</i> JUNE 2014	Software Developer at ERICSSON , Kista, Sweden <i>Automatic Dependency Extraction</i> Working on automating dependency extraction for Ericsson's entire RNC codebase. Also improved upon a general build support tool to simplify continuous integration.
JUNE 2013-AUG 2013	Summer Intern at DOMAIN NAME SERVICES , Midrand, South Africa Worked for two months in South Africa on 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.
SUMMER 2011 & SUMMER 2012	Summer Intern at NETNOD , Stockholm, Sweden 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.

COMPUTER SKILLS

PYTHON:	Used from an early age as my go-to language. I've created a great number of pet projects in Python and it was also the language I used the most during my previous internships.
JAVA:	The second language I learned. I've used it for over four years and used it to develop some larger applications (compared to my projects in Python).
ROBOT BUILDING:	Built, programmed and designed several robots from scratch with a friend, including: <ul style="list-style-type: none">• A quadcopter (a flying object with four rotors)• A mapping robot with rotating ultrasonic sensors to measure distance which explores and draws 2d maps of rooms.
MISCELLANEOUS:	I also have experience with the following languages/frameworks/tools: C/C++, C#, Lisp, Go, Haskell, Prolog, Javascript, Git, CAD, Django, SQL and TeX

PROJECTS

WEBRECORDER:	Worked as a Project Manager and Programmer in a project with 8 other people for The Beta Family to develop their WebRecorder product that records users on websites for beta testing and usability studies.
CRUISER COMMAND:	Spent three years continuously developing and maintaining a mod for Starcraft 2 played by hundreds of players with an average rating of over 4.7/5 out of over 2000 reviews.

OTHER MERITS

- 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.

¹Converted from ECTS using <http://www.foreigncredits.com/Resources/GPA-Calculator/Sweden>