

Curriculum Vitæ

John Doe

EDUCATION

- 2012 - **Royal Institute of Technology**, Stockholm
Master's Degree in COMPUTER SCIENCE
Expected graduation year: 2017
Major GPA¹: 3.92
- 2009 - 2012 **High School at A Gymnasium**
Advanced placement program for Mathematics

WORK EXPERIENCE

- Current* **Software Developer at ERICSSON**, Kista, Sweden
JUNE 2014 *Automatic Dependency Extraction*
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).
- MISCELLANEOUS:** I also have experience with the following languages/frameworks/tools: C/C++, C#, Lisp, Go, Haskell, Prolog, Javascript, Git, CAD, Django, SQL and LaTeX

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.
- QUADCOPTER:** Built and programmed a Quadrocopter from scratch during the summer of 2010 with a friend using the open source AeroQuad library.
- KARTOBOT:** Built and programmed a mapping robot with two friends. Using a tower with rotating ultrasonic sensors it was possible to measure the distance and use that to draw a 2D map of the room, while it was exploring it using an A* algorithm.

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.

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