

# Erik Ihrén

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## EDUCATION

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	<b>Royal Institute of Technology, Stockholm</b>
	Combined BSc/MSc in COMPUTER SCIENCE
<b>Bachelor's Degree</b>	Expected graduation: June 2015
<b>Master's Degree</b>	Expected graduation: June 2017
	Major GPA: 3.92

## WORK EXPERIENCE

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<b>Ericsson</b>	Software Developer, Sweden, June 2014 - December 2014 <ul style="list-style-type: none"><li>Wrote Python scripts to automatically extract dependencies between the huge number of Ericsson projects.</li><li>This removed the need to rebuild and test everything for every commit, which greatly increased performance in their continuous integration.</li><li>Expanded my work to make it usable in other parts of Ericsson.</li></ul>
<b>Domain Name Services</b>	Summer Intern, South Africa, May 2013 - August 2013 <ul style="list-style-type: none"><li>Implemented an asset registry system in their Django admin interface.</li><li>Worked on automating several administrative applications and scripts using pexpect.</li><li>Attended the ICANN and AFRINIC conferences.</li></ul>
<b>Netnod</b>	Summer Intern, Sweden, June 2011 - August 2011 and June 2012 - August 2012 <ul style="list-style-type: none"><li>Extended Django's admin interface to pull arbitrary data from models.</li><li>Used the Javascript library Flot to visualize the data compared to other models.</li></ul>
<b>KTH</b>	Teaching Assistant, August 2014 - December 2014 <ul style="list-style-type: none"><li>Graded and helped students with lab assignments for the course Programming Paradigms where students learn about functional and logic programming.</li></ul>

## PROJECTS

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Full portfolio can be found on my personal site: <http://www.nada.kth.se/~eihren>

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

## COMPUTER SKILLS

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<b>Languages</b>	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.
<b>Tools/Frameworks</b>	I have experience with following tools and frameworks: Git, CAD, Django, MySQL, HTML/CSS, Bootstrap, AngularJS, Docker and LaTeX.

## PRIZES AND AWARDS

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- 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.