Curriculum Vitæ
Erik Ihrén

EDUCATION

2012 -	**Royal Institute of Technology**, Stockholm Master's Degree in COMPUTER SCIENCE Expected graduation year: 2017 Major GPA[1]: 3.92

WORK EXPERIENCE

Current JUNE 2014	Software Developer at ERICSSON, Kista, Sweden *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).
ROBOT BUILDING:	Built, programmed and designed several robots from scratch with a friend, including: • A quadrocopter (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 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.

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.

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

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