

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
- 2009 - 2012 High School at **Danderyds 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 Intern at NETNOD, Stockholm, Sweden
SUMMER 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.

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>