Erik Ihrén

Location: Stockholm, Sweden. **GitHub:** Siretu
Email: erikihr@gmail.com **Phone:** (+46) 72 213 1206

EDUCATION

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

WORK EXPERIENCE

Ericsson
Software Developer, June 2014 - December 2014
Worked on automating dependency extraction for Ericsson's entire RNC codebase. The work I did automatically figures out the impacted projects and automatically rebuilds and tests those when a commit is pushed. Also improved upon a general build support tool to simplify continuous integration.

Domain Name Services
Summer Intern, May 2013 - August 2013
Worked in South Africa on programming 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.

Netnod
Summer Intern, June 2011 - August 2011 and June 2012 - August 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 in the Django Admin Interface. I came back a second year after that to optimize and maintain my work.

PROJECTS

SuperWebRecorder
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. I focused on serializing all user interaction, along with site DOM changes that could then be saved in a database and replayed as a recording.

Cruiser Command
Spent three years continuously developing and maintaining a mod on my own for Starcraft 2 played by hundreds of players with an average rating of over 4.7/5 out of over 2000 reviews. While developing Cruiser Command from start to finish, I had to solve interesting problems such as advanced Artificial Intelligence, complex math intersection formulas and tracking down bugs in a large code base.

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 using a pathfinding algorithm. I worked mainly on the tower and making sure the ultrasonic sensors were working properly. I also developed an A* algorithm in C for the pathfinding and ended up optimizing it by 100x.

COMPUTER SKILLS

Languages
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.

Tools/Frameworks
I have experience with following tools and frameworks: Git, CAD, Django, SQL, HTML/CSS and LaTeX.

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.