Erik Ihrén

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EDUCATION

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

WORK EXPERIENCE

Ericsson — Software Developer, June 2014 - December 2014

- Wrote Python scripts to automatically extract dependencies between the huge number of Ericsson projects.
- This removed the need to rebuild and test everything for every commit, which greatly increased performance in their continuous integration.
- Extended upon my work to make it usable in other parts of Ericsson.

Domain Name Services — Summer Intern, May 2013 - August 2013

- Moved to South Africa and worked for a summer.
- Implemented an asset registry system in their Django admin interface.
- Travelled to Durban and Zambia to go to the ICANN and AFRINIC conferences.

Netnod — Summer Intern, June 2011 - August 2011 and June 2012 - August 2012

- Extended Django's admin interface to pull arbitrary data from models.
- Used the Javascript library Flot to visualize the data compared to other models.

KTH — Teaching Assistant, August 2014 - December 2014

- Graded and helped students with lab assignments for the course Programming Paradigms where students learn about functional and logic programming.

PROJECTS

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

SuperWebRecorder — Developed a project along with 8 other people for The Beta Family.

- Worked as the Project Manager, leading 8 other people while simultaneously participating heavily in programming.
- Serialized webpage DOM state as JSON object and sent to database to be replayed later.

Cruiser Command — Spent three years continuously developing my own mod for Starcraft 2, played by thousands.

- Average rating of over 4.8/5 out of over 2000 reviews.
- Implementing advanced AI for a complex team-based strategy game.
- Working and fixing bugs in a code base with over 25,000 lines of my own code.

Kartobot — Built and programmed a mapping robot with two friends. Uses ultrasonic sensors to draw a map.

- Implemented A* pathfinding algorithm in C
- Optimized algorithm for extreme memory constraints (10kB)
- Modified algorithm to use binary heaps to increase performance with 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.