

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, Sweden, June 2014 - December 2014 <ul style="list-style-type: none">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.Expanded my work to make it usable in other parts of Ericsson.
Domain Name Services	Summer Intern, South Africa, May 2013 - August 2013 <ul style="list-style-type: none">Implemented an asset registry system in their Django admin interface.Worked on automating several administrative applications and scripts using pexpect.Attended the ICANN and AFRINIC conferences.
Netnod	Summer Intern, Sweden, June 2011 - August 2011 and June 2012 - August 2012 <ul style="list-style-type: none">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 <ul style="list-style-type: none">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. <ul style="list-style-type: none">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. <ul style="list-style-type: none">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. <ul style="list-style-type: none">Implemented A* pathfinding algorithm in COptimized 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, Bootstrap, AngularJS 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.