Tobias Alldén

Software Engineer

☎ +46 768 047 901
✉ alldentobias@gmail.com
in tobiasallden@linkedin
tbbas@Github

Objective

I am a hard working and driven software engineering student with a burning passion for programming and developing software. I always strive to further my knowledge in the field of software engineering and become the best engineer possible. I work well in groups and on my own and have experience from work, hobby projects and hackathons.

Education

2014– Ongoing	**MSc./Master of Science**, *Chalmers University of Technology*, Gothenburg. Software Engineering Expected Completion: June 2019
2014–2017	**Bachelor**, *Chalmers University of Technology*, Gothenburg. Applied Software Engineering (IT)

Experience

Vocational

Summer 2018	**Summer Intern** - **Base Tech**, *Volvo Cars Corporation*, Gothenburg. Creating test environment and documentation for evaluating different AUTOSAR solutions. Detailed achievements: ○ Created test applications and extensive documentation for the base software platform used in the embedded computational units (ECUs), thus streamlining the learning for new employees.
2017–2018	**Developer**, *WeKnowIT*, Gothenburg. Developer at a consultancy firm Detailed achievements: ○ Optimized existing script for calculating potential winnings on insurance memberships, slashing computation time from seconds to milliseconds. ○ Created a personalized web page for an author. ○ Created bespoke customer records service for smaller company. ○ Various web development and design tasks

Competitions

30 Sep - 1 Oct 2017	**fungily**, *Spotify Weekend Hack*, Gothenburg. Me and my team created a quiz web application utilizing the Spotify web-api for generating questions based on song information and playing tracks.
14 May 2016	**gitBounty**, *gbgStartupHack*, Gothenburg. Me and my team created a "gameification" of solving issues on github where solving these issues yielded experience points in the respective programming language. Thus providing a platform for friendly competition on open source contribution. It was well received and we reached the top ten out of around thirty competitors. You can find it on GitHub.

Projects

Spring 2017	**Virtual Generation of Lidar Data for Autonomous Vehicles**, *Bachelors Thesis*, Chalmers, Gothenburg. Bachelors thesis written in spring 2017, consisted of creating a virtual environment and a virtual model of a LIDAR sensor in order to allow for the creation of data-sets to be used in the development of object recognition algorithms for autonomous vehicles. The project was completed in Unity. You can find the devblog at lidar.computerscience. Detailed achievements ○ Created real-time visualization of generated points as they were being generated. ○ Introduced an object pool, completely eliminating huge lag-spikes due to garbage collection of old points. ○ Created a post-generation visualization of all the generated points during a generation.

Languages

Swedish	Native
English	Advanced/Fluid

Software skills

Software Engineering	Java, C#, JavaScript, C++, Python, PHP
Web Development	Ruby on Rails, JQuery, ReactJS, Redux
Server Maintenance	SQL, Bash, Linux
Project Management	Agile methodology, Scrum, Kanban, Software Architectures

Associations

- Ölbruket 2018-2019, Chairman for the central Chalmers' committee working for showcasing old traditions. Arranging various events such as a big yearly event with some 80 people, managing a brewing-location, showcasing old traditions, etc.
- P.R.I.T. 2016, Committee for public relations at the IT program, arranged several events that furthered relations within the program and school
- FanbärerIT. 2017/2018, Chairman for the committee responsible for the care of the IT-section flag. Arranged several events that furthered traditions and culture in the IT-section