## Résumé: Gustav Rosén

### WORK EXPERIENCE

Game Designer, Sound Designer at University of Skövde 2012-2013

Wrote story and designed mechanics and sound

for a game on request of Skövde County.

Thesis Student at Livsmedelsverket 2018 March-Present

Researching PDF extractors.

Café Assistant at Församlingsgården i Storvreta 2009 and 2010

Selling, Cash-Desk Responsible.

#### **EDUCATION**

Bachelor Program in Computer Science at Uppsala University 2014-2018
Game Development, Sound and Music at University of Skövde 2012-2013
Natural Science, English+ at Rosendalsgymnasiet 2009-2012

#### SKILLS

Technical Skills

Object-Oriented Design Functional Programming Git Concurrent Programming

Parallel Programming Gameplay Programming Unity Unit Testing

Test-Driven Development Human-Computer Interaction Databases SQL

**Programming Languages** 

C C# C++ Java JavaScript Python Go Haskell Erlang

HTML CSS

Audio

Sound Design Audio Mixing Piano Music Composition Audio Recording Audio Mastering

Language

Swedish Fluent English Fluent

**Personal Traits** 

Ambitious Passionate Thorough Quick Learner Open Minded Eye for Detail

Other

Drivers License LATEX Game Design

#### Personal Data

Name: Gustav Axel Rosén Email: gustav.rosn@gmail.com

Date of birth: 1993-01-04 Age: 25

City: Uppsala, 75272 Address: Flogstavägen 63F

PHONE: +46705096626

# Courses University Level

Computer Science				
Degree Project C in Computer Science	15c	1DT340	$Uppsala\ University$	Grade: -
Computer Architecture	10c	1DT093	Uppsala University	Grade: 5
Computer Networks	5c	1DT052	Uppsala University	Grade: 3
Database Design	5c	1DL301	Uppsala University	Grade: 4
Human-Computer Interaction	5c	1MD016	Uppsala University	Grade: 4
Imperative and Object-Oriented	20c	1DL221	$Uppsala\ University$	Grade: 3
Programming Methodology		1. D. ET 0. Z. 1		~ , ~
Information Technology	10c	1DT051	Uppsala University	Grade: G
Operating Systems and	15c	1DT096	$Uppsala\ University$	Grade: 4
Process-Oriented Programming	20	4 D I 004	TT 1 TT	G 1 4
Program Design and Data Structures	20c	1DL201	Uppsala University	Grade: 4
Programming Fundamentals with C++	7.5c	DA 147	University of Skövde	Grade: G
Math				
Algebra	5c	1MA004	$Uppsala\ University$	Grade: 3
Basic Course in Mathematics	5c	1MA010	$Uppsala\ University$	Grade: 5
Linear Algebra and Geometry	5c	1MA025	$Uppsala\ University$	Grade: 3
Logic and Proof Techniques	5c	1MA027	$Uppsala\ University$	Grade: 3
Scientific Computing and Calculus	10c	1TD333	$Uppsala\ University$	Grade: 3
Music and Sound Design				
Digital Sound Design	7.5c	ME156G	University of Skövde	Grade: G
Computer-Based Audio	7.5c	DA147G	University of Skövde	Grade: G
and Music Production				
Music / Theory and Practice	7.5c	MU318G	University of Skövde	Grade: G
Project in Game Development - Music	15c	MU317G	University of Skövde	Grade: G
Sound Engineering I	7.5c	MG1012	University of Örebro	Grade: G
Sound Engineering II	7.5c	MG1013	University of Örebro	Grade: VG
Computer-Based Music Production	15c	MU319G	University of Skövde	Grade: VG
in Computer Games and Animations				
Other				
Game Design	7.5c	2AD148	Uppsala University	Grade: G
Computer Game Analysis	7.5c	ME123G	University of Skövde	Grade: G
Digital Cultures	7.5c	ME111G	University of Skövde	Grade: G
Cognitive Science: Cognition and Psychology	7.5c	KB118G	University of Skövde	Grade: G