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

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 Eve 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