

Curriculum Vitae

Adam Alsegård

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Education

M.Sc. in Computer Science and Engineering, Linköping University 08.2013 – 06.2018

B.Sc. + M.Sc. in the Media Technology programme. I focused on software development, visualizations, computer graphics, AI and image processing.

Academic year abroad, National University of Singapore (NUS) 08.2016 – 05.2017

I spent my 4th academic year in Singapore as an exchange student, studying rendering techniques, AI, UX, comp vision and parallel algorithms.

Film production, Sundbyberg's Folk High School, Stockholm 08.2012 – 05.2013

Work experience

Software Developer, Double Negative, London. 10.2019 – Current

Full time position in the R&D Creature - Hair & Fur team. We develop and maintain all the tools and plugins the VFX artists use when handling hair, fur, feathers etc. in the Groom, Creature FX and Rendering stages of the VFX pipeline. The main development is in C++, Qt and Python.

Software Engineer, Sectra Imaging IT, Linköping. 08.2018 – 10.2019

Full time position in R&D, developing radiology imaging solutions for Sectra's PACS, IDS7. My team was responsible for the rendering of medical images and volumes as well as different kinds of tools and clinical apps that doctors in hospitals around the world could use. We coded mainly in C# (.NET) but used C++ when working with the rendering engine.

Master Thesis Project, Visualization Center C, Norrköping 01.2018 – 06.2018

My master thesis project was to visualize 1,7 billion stars from the second data release of ESA's Gaia mission and incorporate it into the open-source project OpenSpace. I managed to run the full dataset both on desktop PC's and in dome clusters. Developed in C++ and OpenGL.

Teaching Assistant, Linköping University, Norrköping 08.2017 – 12.2017

Lab assistant for 2 different C++ programming courses at LiU. First TND012 for 1st year students and then TNG033 for 2nd year students.

Software Developer, Sectra Imaging IT, Linköping. 06.2017 – 08.2017

Summer job where we further developed a chat feature for Sectra's PACS software with C#. Main tasks were to enable chat history, group chats, emoji support, browsing users efficiently and improving the UI.

Researcher, Spotscale, Linköping	06.2016 – 07.2016
<i>Summer job where we explored machine learning (more specifically DCNNs) and examined if we could apply it on Spotscale's problems. In the end we could successfully classify images into 3 base categories, and then also classify superpixels within the images into 9 other categories.</i>	
Salesperson, Media Markt, Norrköping	06.2015 – 08.2015
<i>Summer job at the TV/HiFi department.</i>	
Mathematics tutor, Linköping University, Norrköping	09.2014 – 04.2015
<i>Mentoring role where I held lessons for 1st year students and tutored them in three different mathematics courses.</i>	

Other engagements and achievements

Winner of "Technical Excellence" at CAwards 2018, Norrköping	05.2018
<i>I won with the project "AI-maze me" which is a web-based maze solving game where the user can play against an AI that has been trained with Q-learning. Built with WebGL and JavaScript.</i>	
Winner of "Best UI project" for ETiCCS, Singapore	04.2017
<i>My team won first prize for a React-Redux app we made in an UI dev. course at NUS. After the semester me and one more student continued developing the app at the request of ETiCCS. It is since Aug 2017 being used in a real-life cervical cancer screening project in Ethiopia.</i>	
Winner of East Sweden Hack 2015, Linköping	09.2015
<i>I was part of the team that won grand prize "Best Project" (an IoT trip to Berlin) at the 24h hackathon ESH15 with the project Trygga, which was a prototype for a smart panic alarm.</i>	
Paymaster for the Media Technology Days 2016	07.2015 – 06.2016
<i>MTD is the biggest career fair for students in Norrköping. It's a two day career fair, combined with lectures, workshops and other events. I was in charge of the finances and a co-leader of the planning committee.</i>	

Languages

- ❖ Swedish: Native (C2) ❖ English: Professional (C2)

Programming skills:

Worked with professionally: C++, C#, OpenGL, GLSL, Python, Web dev., Git/Hg, JIRA.

Worked with for projects: Java, Lua, WebGL, Android development, SQL, Matlab, R, OpenCV, Parallel programming (CUDA, MPI, OpenMP, OpenCL, SGCT).