

CV

Adam Alsegård
www.adamalsegard.se

adam.alsegard@gmail.com
+46 707589177

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
Natural Sciences, Per Brahe High School, Jönköping 08.2008 – 06.2011

Work experience

Software Engineer, Sectra Imaging IT, Linköping. 08.2018 – Current
Full time position in the R&D department, working with developing radiology imaging solutions for Sectra's PACS software, IDS7. My team is responsible for the image window with all its tools and clinical apps as well as how to render image stacks and volumes efficiently. Sectra's overall goal is to contribute to a safer and healthier society and our software runs in hospitals all over the world. We're coding mainly in C# (.NET) but use C++ when working with our 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++17 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 (a group of 5) further developed a chat feature for their PACS software with C# and .NET framework. Main tasks were to store chat history, enable group chats, add emoji support and to improve the UI. My main focus was on the client and the frontend development. I gained experience with exploring a huge code base and delivering professional solutions for real customers.

Researcher, Spotscale, Linköping 06.2016 – 07.2016

Researched Machine Learning as a summer job with one other student. More specifically we explored Deep Convolutional Neural Networks and examined if we could apply it on Spotscale's problems. In the end we could successfully classify images into 3 categories, and then also classify superpixels within the images into 9 other categories.

Salesperson, Media Markt, Norrköping 06.2015 – 08.2015

Summer job at the TV/HiFi department.

Mathematics tutor, Linköping University, Norrköping 09.2014 – 04.2015

Mentoring role where I held lessons for 1st year students and tutored them in three different mathematics courses.

Other engagements and achievements

Winner of "Technical Excellence" at CAwards 2018, Norrköping 05.2018

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.

Winner of "Best UI project" for ETiCCS, Singapore 04.2017

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.

Winner of East Sweden Hack 2015, Linköping 09.2015

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.

Paymaster for the Media Technology Days 2016 07.2015 – 06.2016

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 group..

Languages

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

Programming skills:

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

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