

# Ajla Elmasdotter

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## About me

Having had an interest for mathematics since I was a child I ended up diving into the vast ocean of programming with a specialization within mathematical programming, visualization and graphics. Loving design, drawing, baking and games drew me closer to the more creative aspects of computer science, complementing my degree with courses and projects within visualization and animations, as well as writing my master thesis about an eye-tracking based water simulation.

## Experience

Feb 2018 – **Software Engineer**, *Challengermode*, Stockholm.

With a backend focus, I have been a part of designing and implementing features such as a customized search engine, an accounting and invoicing system as well as conducted performance research and optimization for these features. The mission has been to make E-sports available and easy through low time complexity algorithms and intuitive flows.

Maj 2019 – **Board Member and Director**, *Brf Ljuspunkten*, Stockholm.

As the director and a board member of Brf Ljuspunkten I maintain the contact with the administrators taking care of the houses belonging to the housing associations.

Aug 2017 – **Teacher's Assistant**, *KTH*, Stockholm.

Aug 2020 As a teacher's assistant my main responsibility has been to teach and help students understand and solve problems within different programming-oriented courses. Effectively and more emphatically communicating with different individuals of different needs has been my most important skill. Course subjects I have been assisting can be found further down in the CV.

Jun 2016 – **Developer**, *Ericsson*, Stockholm.

Jun 2018 With my team, I created a user friendly platform for visualizing statistics for the teams at Ericsson. Working with both backend and frontend, I gained fullstack experience creating both a user friendly UI and UX, processing of statistics and large amounts of data as well as handling of databases and external data sources.

## Education

- Aug 2018 – **Masters programme in Computer Science, Scientific Computing, KTH.**  
Jun 2020 The Scientific Computing specialization within the Computer Science Master provides a deeper understanding in how to use advanced calculus, numerical methods, linear algebra and the finite element method in combination with algorithms and programming. The focus of this specialization has been visualization and graphics, complementing the mathematics and programming within the master, with courses about graphics, game development and visualization.
- Aug 2015 – **Degree programme in Computer Science and Engineering, KTH.**  
Jun 2020 The education has a focus on software development as well as computer science while offering a solid foundation within mathematics together with algorithms and data structures.

## Teacher's Assistant: Courses

### Master courses

2020 **Scientific Computing** *Lab Assistant, Exercise Responsible*

### Bachelor courses

2018-2020 **Algorithms, data structures and complexity** *Lab Assistant*  
2018-2020 **Basic Programming** *Lab Assistant*  
2017-2020 **Programming paradigms (Logic and Functional)** *Lab Assistant*  
HT 2017 **Databases** *Exercise Responsible*

## Languages

Swedish **Fluent** *First language learned*  
English **Fluent**  
Bosnian **Very good** *Mother tongue*  
Spanish **Good** *Easier conversations*  
Korean **Beginner**

## Programming Languages

C#	Java
C	C++
Python	HLSL
HTML	Javascript
Matlab	React
CSS	

Experience with Blender and Unity applications.

## References

Given out upon request