

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 game development and animations, as well as writing my master thesis about an eye-tracking based water simulation.

Experience

Feb 2018 – **Developer**, *Challengermode*, Stockholm.

I am working as a fullstack developer, doing everything from optimizing searches on the platform, to developing different systems to simplify and automate the workflow of both our users and the moderators of the platform. I have worked largely with implementing algorithms with low time complexity as well as implemented different moderating tools for the moderators to more easily work with the platform.

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 association and direct the work between all board members.

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

Aug 2020 As a teacher's assistant my main goal has been to help students understand and solve problems within different programming-oriented courses, which has been achieved as both an exercises responsible as well as a lab assistant and examiner. Working with students has given me more insight on how to more effectively and more emphatically communicate with different individuals with different needs. Course subjects I have been assisting can be found further down in the CV.

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

Jun 2018 I was in charge of making 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 **Advanced Computation in Fluid Mechanics** *Lab Assistant, Exercise Responsible*
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	<i>First language learned</i>
English	Fluent	
Bosnian	Very good	<i>Mother tongue</i>
Spanish	Good	<i>Easier conversations</i>
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