

## Jonas Hietala

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### Education

The Institute of Technology: Linköping University Linköping  
– Pursuing a Master in Computer Science, 2010 - 2015 (expected before summer)

### Work

Master thesis - *Comordo* 2015  
– Built a first version of Comordo's recommender system

IDA Summer of Code - *Linköping University* 2014  
– Contributed to rust during the summer

Summer internship - *Configura* 2014  
– Optimized an Octree implementation in C++  
– Used it to remove invisible triangles in 3D

Summer internship - *Configura* 2013  
– Implemented a 2D triangulator, used in production

Mentor in Discrete Math - *Linköping University* 2012 - 2014

Military service as systems technician on submarine - *1.a Ubåtsflottiljen* 2008 - 2009

### Projects

Third-party API for the university schedule in rust 2014

CoreWars processor on an FPGA 2012  
– We built a processor which fulfills the CoreWars 88 standard  
– Wrote a redcode assembler in Perl

Games 2009 - 2014  
– 13 Game prototypes each in 1 week or in 48 hours in C++

### Open Source contributions

rust - A modern systems programming language <https://github.com/rust-lang/rust>

### Achievements

- Achieved the best sorting time in the 2013 Parallel Sorting Contest in TDDD56
- Won the DALG-championship in 2011 and placed high in IMPA 2012, 2013, 2014