



Aniisa Bihi

Driven Software Developer intrigued by Visualization,
User Experience, and Front-End Development.

Cooperative • Dependable • Determined • Imaginative



CONTACT

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LANGUAGES

Swedish

Native/bilingual proficiency

Somali

Native/bilingual proficiency

English

Full professional proficiency



SKILLS

Extensive Knowledge

HTML

CSS

JavaScript

C++

Good Knowledge

Python

MATLAB

WordPress

React Native

Basic Knowledge

C#

Java

GPU Programming



EXTRACURRICULAR

Project Manager

Media Technology Days

Project Manager

NKPG Match Up

Event & 3Cant Advocate

The Media Technology Board

Vice President

Event Committee 3Cant



REFERENCES

References available upon request.



EDUCATION

August 2015 - October 2020

Linköping University

M.S. Media Technology & Engineering

Media Technology's main fields are mathematics and programming, with focus on visual programming and web development. Following are master courses I have attended:

- *Advanced Interaction Design*
- *Advanced Web Programming*
- *Artificial Intelligence for Interactive Media*
- *Image Reproduction and Image Quality*
- *Information Visualization*
- *Procedural Methods for Images*
- *Scientific Visualization*
- *Structural Methods for User Experience (UX)*

June 2020 - October 2020

Scientific Computing and Imaging Institute, The University of Utah

Master Thesis - Astronomy Software Integration

My master thesis was for The OpenSpace Project in collaboration with Linköping University and The University of Utah. Funded in part by NASA, OpenSpace brings the latest techniques from data visualization research to the general public. OpenSpace is an open-source interactive data visualization software, used partly by astronomers. The thesis aimed to create a messaging protocol for OpenSpace that can be used by other astronomy software tools to interoperate with OpenSpace. My associate and I developed the messaging protocol in C++, and to test the protocol a plugin for astronomy tool Glue was developed in Python.



PROFESSIONAL EXPERIENCES

Mars 2020 - November 2020

We Know IT, App & Web Development Consultant - Linköping, Sweden

We Know IT is a student-driven consulting company where students can try out working as a consultant before graduating. My assignments have been in WordPress, independently helping clients create websites for their companies. I have been able to work in teams that include a project leader, consultant and advisor. The work with WKIT has taught me to work with a client order based on a requirement specification, and keeping regular client contact.

June 2019 - July 2019

Code Summer Camp, Programming Coach - Linköping, Sweden

Code Summer Camp is a camp where 120 children between the ages of 7-17 are allowed to learn and develop their programming and problem solving skills. As a coach, I was there to teach and help the children learn, as well as leading programming workshops. Working with children can be stressful but, the job allowed me to practice teaching my skills to others, a good practice for future work in teams.

June 2018 - August 2018

The Summer Match, Application Developer - Linköping, Sweden

The Summer Match arranged by LiU Innovation is a collaboration between researchers and students in various projects, which included professional secrecy. My project based on creatively collecting results and researching whether or not the researcher's idea was possible to execute. The task was to create the first version of an application that supports risk analysis in an industrial context. The application was developed with React Native and resulted in a proof-of-concept for the researcher in my team.

December 2017 - March 2018

SKA, Web Developer - Norrköping, Sweden

I developed a new website for the program of Social and Cultural Analysis (SKA) at Linköping University. The goal and requirement from SKA were that the new website could be easily managed by students lacking web knowledge. Therefore, I decided to work with WordPress hosted via One.com. SKA provided me with design ideas and content, and I worked independently putting their requests together. The project was personally rewarding and gave me a chance to practice developer and client communication.