

CONTACT

- ✉ contact@anton-forsberg.com
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SKILLS

JavaScript/TypeScript

Java

Python

C++

C#

haskell

erlang

opengl

Android and Xamarin
app utveckling

ARM, RISC-V

linux

ANTON FORSBERG

ABOUT ME

I am a civil engineer with a strong interest in programming, experienced in various programming languages and design principles. I enjoy learning new technologies and methodologies, and have recently been building my own website to expand my skills in web development.

EDUECATION

Civilingenjörsexamen and masterexamen
Chalmers tekniska högskola

2017 - 2023

Earned a degree from Chalmers with a focus on Information Technology and Computer Science, providing broad knowledge in programming and software development.

Master's thesis:

Optimizing the Speed of Convolutional Neural Networks using new vector Instructions from ARM and RISC-V

Thesis:

<http://hdl.handle.net/20.500.12380/307458>

Repository:

<https://github.com/antfor/Masters-NNPACK>

<https://github.com/antfor/Masters-darknet>



PROJECT

Bachelor's thesis

Jan - Maj 2020

**Physically-Based Animation of
Fire for Android**

During my bachelor's thesis, I collaborated with a team of five, working according to the Scrum methodology. In addition to my programming contributions, I took initiative and helped drive the project forward. Overall, our efforts led to a successful outcome.

Thesis:

<http://hdl.handle.net/20.500.12380/307458>

Repository:

<https://github.com/antfor/Bachelors>



free time

Maj - Dec 2017

Chess game for Android

In my spare time, I have learned GPU programming (OpenGL) and Android app development. Using that knowledge, I created a game engine, which I then used to develop a 3D chess app.

Repository:

<https://github.com/antfor/Chess-and-AndroidGameEngine>

