ANTON BERGMAN

THIRD-YEAR M.Sc STUDENT IN COMPUTER SCIENCE AND ENGINEERING

CONTACT

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SUMMARY

I am a social, ambitious and driven university student with a strong work ethic and excellent problem-solving skills. A third-year student currently writing my Bachelor's thesis with plans to pursue a Master's Degree in AI and Machine Learning.

EDUCATION

M.Sc in Computer Science and Engineering,
Soon specialized in AI and Machine Learning
Linköping University
AUG 2020 — JUN 2025

High School Degree,
Natural Science Program
École Française
AUG 2016 — JUN 2019

SKILLS

| Programming Languages

- C/C++   - HTML
- Java   - CSS
- Python   - JavaScript
- Assembler

| Tools, Libraries and Frameworks

- React   - Django
- NodeJS   - Sockets
- Express   - Figma

COMPUTER SCIENCE AND ENGINEERING EXPERIENCE

AUTONOMOUS RC CAR
Construction with Microcomputers | AUG 2022 — DEC 2022

Contributed to a team project that developed an autonomous self-driving RC car utilizing Raspberry Pi, AVR microcontrollers, LIDAR and various sensors. I was involved in the full development cycle from design to implementation with development in C/C++ and Python.

- Lidar object detection
- Socket communication
- Control engineering
- SPI communication

GAME DEVELOPMENT IN JAVA AND PYTHON
Game development and OOP | JAN 2021 — JUN 2021 & OKT 2020 — DEC 2020

Experienced in game development with a strong focus on Python and Java, having implemented games such as Capture The Flag, Pac-Man and Tetris. Utilized A* path-finding algorithm to develop a simple AI to play against.

- Proficient in Java
- Proficient in Python

CONCURRENT PROGRAMMING AND OPERATING SYSTEMS
Stanford Pintos operating system | JAN 2022 — MAR 2022

Skilled in operating system development with experience in Pintos OS, including implementation of system calls, interrupts, threads, user programs, command line interface, wait processes and file systems.

- Proficient in C/C++
- Concurrent programming

FULL STACK WEB DEVELOPMENT
Personalkollen | JAN 2023 — JUN 2023

Currently working on a full-stack web development project for Personalkollen, building a CRM-service from scratch using Django, React and PostgreSQL as part of my Bachelor's thesis.

- Full-stack web development
- Project management
- Figma
- React
- Django
- PostgreSQL

| Languages

Swedish
Native

English
Full professional proficiency

French
Some proficiency

PERSONAL PORTFOLIO WEBSITE

anton-bergman.com | FEB 2023 —

Currently building my own personal portfolio website using React, NodeJS and Express, gaining hands-on experience in web development and UI/UX design.

- Front-end web development
- UI/UX design
- Figma
- React
- NodeJS Express

EXTRA CURRICULAR ACTIVITIES

LOGISTICS MANAGER

D-GROUP | AUG 2021 — JUN 2022

Logistics Manager for a 13-member university committee responsible for organizing various student events, including the coordination of DÖMD, Northern Europe's largest amateur darts competition with 700 participants and revenue of over 1.5 million SEK.

- Leadership
- Communication skills
- Time- and Stress Management
- Problem-solving skills

DAY MANAGER

KÅRALLEN, KÅRSERVICE | AUG 2022 — JUN 2023

Currently working part-time as a Day Manager at the largest student union building at the university, utilizing problem-solving, teamwork and conflict resolution skills to ensure smooth operation of the building.

- Problem-solving skills
- Conflict resolution