ANTON ZACHRISSON
Software Engineer

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🖥 https://antonzachrisson.github.io/

📍 Garvaregatan 2B, Norrköping 602 21

EDUCATION 🎓

Bachelors degree in Game Design and Programming

Uppsala University, Campus Gotland

2020 - 2023

Technology program

Högbergsskolan

2017-2020

CERTIFICATES 🎓

Image Processing for Engineering and Science

2024

EXPERTISE ⚙

C++ C C#
Go Flutter Python
GLSL OpenGL Unity
Unreal SFML PyTorch
Git OpenCV

LANGUAGES

Svenska   *mother tongue*

Engelska   *Fluent*

My Portfolio 🖱

https://antonzachrisson.github.io/

Experience 💼

Mar 2024 - Present

Interspectral AB l Västgötegatan 13C, Norrköping

● **Software Engineer**

My role as a software engineer at Interspectral includes development of the analysis and visualization tool AM Explorer. With a specific focus on image analysis, performance and efficient data handling. As a part of the AI-team i contribute to the development and implementation of AI-driven analysis features. On top of that i am also responsible for cyber security and internal IT infrastructure at the company. My role has a high level of personal responsibility and I have the main responsibilty for multiple mission critical features in the application.

Tools

C++   OpenCV   OpenGL   Azure

About Me

I have always been interested in computers and especially games. My passion for programming started in my early teens when making custom content for a private "Realm of the Mad God" server. That passion led me to a degree in game design and programming at Uppsala University, campus Gotland. I have since worked as a software engineer both professionally and in my spare time.

Interests 👤

Coding   Games   Technology   Weightlifting

Nature   3D-printing   Mountaineering   History