**Lars Andersson**          laranda@student.chalmers.se          Tel: +46 (0)76 804 1965

# Lars Andersson

**bio**

I have an interest in technology, software development and graphics design. I spend a lot of my spare time on one of my biggest passions - game development.

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portfolio:  larsandersson.info

**experience**

2018 - present **Software Developer** at Svenska Ledargruppen
- o   Redesigning and simplifying complex user interfaces for a more responsive approach
- o   Developing web-based applications targeted for both mobile and non-mobile devices
- o   Languages: *HTML + CSS, JavaScript and VBScript*
- o   Frameworks: *Bootstrap, JQuery, Google Maps*

2017 - present **Teaching Assistant** at Chalmers University of Technology
- o   (master level)   EDA223  – Real-Time Systems
- o   (bachelor level) DAT455 – Introduction to Python
- o   (bachelor level) LET626  – Introduction to Real-Time Systems
- o   (bachelor level) LEU432  – Introduction to Computer Engineering

**education**

2019 - present **Chalmers University of Technology**, *Master level*
- o   Studying for a master's degree in Computer Systems and Networks

2016 - 2019 **Chalmers University of Technology**, *Bachelor level*
- o   Bachelor's degree in Computer Engineering

**projects**

2019 **Bachelor's Thesis - Objective Tiny-Timber : OTTO**
Creation of an object-oriented language and a precompiler, as an alternative to real-time C, with the purpose to improve and facilitate laboratory assignments within the course EDA223 - Real-Time Systems at Chalmers and the University of Gothenburg.

2018 **Traffic Monitoring and Visualization**
Collection of real-time data over Gothenburg, visualized on a web application with AI-based predictions of future traffic situations, as a project in the course *DAT066 - Project* at Chalmers, in collaboration with Cybercom

2018 **Route Recorder**
Android application made to be run on a Volvo car with the purpose to record driven routes and to visualize them as a heatmap on the in-car screen.

2017 **Minecart Maniac**
Mobile game, inspired by games such as Flappy Bird or Temple Run. Available at Google Play Store and App Store

**More projects available online at** larsandersson.info

**technical**

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|---|---|
| **Languages** | GML, HTML + CSS, JavaScript, Java, Python, C, C++, Haskell |
| **Environments** | Windows, Linux, OSX, MongoDB, Git, Scrum |
| **Frameworks** | Node.js, Bootstrap, JQuery, Google Maps, Google Play Services SDL, OpenGL |

I enjoy, and have ease of, learning new technologies.

**references**

**References available upon request.**

github.com/babaganosch
twitter.com/babaganosch
lars-andersson-1589a180