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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experience

2018 - present Software Developer at Svenska Ledargruppen
- o   Redesigning and simplifying old complex user interface
- o   Developing web-based applications targeted for both mobile and non-mobile devices

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

2016 Machine Operator at *Arla Foods Falkenberg*

2015 Elderly Care at Rolfstorps Hemtjänst
- o   Assisting elderly people in their everyday life
- o   Delegated medicine dispensation

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
- o   Thesis

2013 - 2014 Jönköping University, *Introductory year*
- o   Mathematics
- o   Physics
- o   Chemistry

projects

2018 Traffic Monitoring and Visualization
Collection of real-time data over Gothenburg, visualized on a webapplication 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. Project in course *DAT256 - Software Engineering Project* at Chalmers

2017 Minecart Maniac
Android game, inspired by games such as Flappy Bird or Temple Run

2014 Sausage Clothing
Self-designed clothing and various other projects
www.sausageclothing.se

technical

Languages	GML, HTML + CSS, JavaScript, Java, Python, C
Environments	Windows, Linux, OS X, PostgreSQL, MongoDB, Illustrator, Photoshop, Bootstrap, Eclipse, Git, Agile workflow (Scrum)

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

references   **References available upon request.**

github.com/babaganosch
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