

Lars Andersson

bio

I am 25 years old, currently studying Computer Engineering at Chalmers University of Technology, in Gothenburg. I am interested in technology, software development and graphics design. I spend a lot of my free time on one of my biggest passions; game development.

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experience

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| 2018 – Current | Teacher's assistant for the course <i>LET626 - Introduction to Real-Time Systems</i> at Chalmers University of Technology |
| 2017 – Current | Teacher's assistant for the course <i>LEU432 - Introduction to Computer Engineering</i> at Chalmers University of Technology |
| 2016 | Machine Operator at Arla Foods Falkenberg |
| 2015 | Elderly care, with delegated medicine dispensation at Rolfstorps Hemtjänst |

education

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| 2016 – Current | Chalmers University of Technology, Gothenburg
<i>Computer Engineering</i> |
| 2013 – 2014 | Jönköping University
<i>Introductory year – Mathematics, Physics and Chemistry</i> |

projects

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| 2018 | Shape Arena
Agar.io inspired Java multiplayer game developed in a team of five, as a project in the course <i>DAT055 - Object oriented applications</i> |
| 2017 | Minecart Maniac
Android game, inspired by games such as Flappy Bird or Temple Run.
Minecart Maniac at GooglePlay Store |
| 2014 | Sausage Clothing
Self-designed clothing and various other projects.
www.sausageclothing.se |

technical

Languages GML, HTML + CSS, PostgreSQL, Java, C
Enviroments Windows, Linux, OS X, Illustrator, Photoshop, Eclipse, Git

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

references

References available upon request.

social

Twitter twitter.com/babaganosch
GitHub github.com/babaganosch