Björn Englesson

Kungshamra 22A – Solna, Sweden
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Education

MSc, Human Computer Interaction and Engineering
KTH Royal Institute of Technology *Aug 2015 – Jun 2017*
Master thesis: *Surface Reconstruction from Point Cloud Data gathered with Google Tango.*

BSc, Computer Science and Engineering
KTH Royal Institute of Technology *Aug 2012 – Jun 2015*
Bachelor thesis: *Divisive Betweenness Centrality Clustering on Graphs Weighted by Timestamps.*

Work Experience

Virtual Reality Game Studio Startup **Startup**
Developed a prototype with a new locomotion alternative in VR. *Jul 2016 – Aug 2016*

Member of Ericsson UniTeam **Ericsson AB**
Student Ambassador for Ericsson. *Dec 2014 – May 2016*

Prototyping and Innovation Intern **Ericsson AB**
Developed a Wi-Fi sniffing drone. *Jun 2015 – Aug 2015*

Software Developer Intern **Ericsson AB**
Developed a plugin for RabbitMQ filtering JSON objects. *Jun 2014 – Aug 2014*

Extracurricular Activities

Project Leader **THS Datasektionen**
Orientation of Computer Science Students at KTH *Dec 2014 – Dec 2015*
Involves creating a project group, recruiting a staff, team building, planning events and accounting. Just shy of 60 people in the staff who take care of 200 new students. The project has a turnover of more than 1 million SEK.

Projects

For demo videos and full portfolio please visit my website: ***http://www.bjornenglesson.com/.***

The Chosen One
Virtual Reality Matrix Simulator.
Developed a virtual reality game inspired by the bullet-dodging scene in The Matrix. The player has to dodge bullets that move faster when the player moves. Developed using Unreal Engine 4, Microsoft Kinect, and the HTC Vive.

Glimpse
Augmented Reality Window App for iOS and Android.
Experimented with placing virtual windows on walls to see into alternative realities. Developed using Unity3D and Vuforia.

Blocks Toy
Virtual Reality Blocks Toy for PC.
Experimented with combining Leap Motion and Oculus Rift DK2 to recreate a classic children's toy in VR. Developed in Unity3D.

Shooting Range
Virtual Reality Shooting Range Demo for PC.
Developed a shooting range demo over a weekend wanting to experience a shooting game in virtual reality. Developed in Unreal Engine 4 for HTC Vive.

Skills

Programming Languages: Java, C#, C++, Swift, Erlang

Technical Skills: Virtual Reality, Augmented Reality, UX, Unity3D, Unreal Engine 4