

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

Developed a prototype with a new locomotion alternative in VR.

Startup

Jul 2016 – Aug 2016

Member of Ericsson UniTeam

Student Ambassador for Ericsson.

Ericsson AB

Dec 2014 – May 2016

Prototyping and Innovation Intern

Developed a Wi-Fi sniffing drone.

Ericsson AB

Jun 2015 – Aug 2015

Software Developer Intern

Developed a plugin for RabbitMQ filtering JSON objects.

Ericsson AB

Jun 2014 – Aug 2014

Extracurricular Activities

Project Leader

Orientation of Computer Science Students at KTH

THS Datasektionen

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

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.

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

Skills

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

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