



CHRIS PAULUSSON

ENGINEERING STUDENT

CONTACT

Albrektsvägen 96
60355 Norrköping, Sweden
Mobile: +46 76 191 41 87
Email: chrispaulusson@gmail.com

OBJECTIVE

My dream workplace is where I can combine creativity with technology. Right now computer graphics is my greatest passion but I am always open to try new things and solve challenging programming problems!

STRENGTHS


- ✓ Fast Learner
- ✓ Oral and Written Communication

PERSONAL


Name: Christoffer (Chris) Paulusson
Birthday: February 15, 1997
Nationality: Swedish
Languages: English, Swedish, (Spanish)

SOCIAL

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EDUCATION

M.Sc. in Media Technology and Engineering

Linköping University, Norrköping, 08/2016 - present
Programming, computer graphics, AI, visualizations

Academic Exchange Year

Polytechnic University of Catalonia (UPC), Barcelona, 08/2019 - 03/2020
Computer animation, VR & AR, AI

Technical Program (High school)

Fyrisskolan, Uppsala, 08/2013 - 06/2016

High School

American Community School, Amman, Jordan, 08/2011 - 06/2013

RELEVANT PROJECTS

Monte Carlo Ray Tracer

Implemented a Monte Carlo ray tracer from scratch in C++.
Course: TNCG15 - Global Illumination and Rendering at Linköping University.

Particle System

Implemented an euler-integrated particle system with collision handling.
Course: CA - Computer Animation at UPC.

Spring System

Made an euler-integrated spring system simulating a rope colliding with an object.
Course: CA - Computer Animation at UPC.

WORK EXPERIENCE

Property Maintenance

Amkvo, Uppsala, 06/2019 - 08/2019

Drone Pilot Assistant (part time)

Amkvo, Uppsala, 12/2013 - 12/2018

3D Modeler (part time)

Amkvo, Uppsala, 12/2013 - 12/2018

Fiber Constructor

One Oak Construction, Uppsala, 07/2017

SKILLS

C++, C#, Java, Unity, Unreal Engine 4, Matlab,
HTML5, CSS, JavaScript, React, Python