Sondre Agledahl

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Personal Summary

Final-year MEng Computer Science student at University College London. Avid game development and VR enthusiast, having made games in my free time for many years and more recently exploring novel VR development. Regular use of Unity for 3+ years.

Extensive programming experience both at university and professionally, from assembly and C to C# and Java. Practical experience with industry development practices: Code review, system design, documentation, software testing and scrum methodology.

Relevant experience

July-Sept 2019	**Software engineering intern, Amazon** *(London, UK)* - Developed new customer-facing service for all screened Alexa devices letting users report inappropriate images displayed with Alexa answers. - Designed and implemented service from scratch (on AWS infrastructure), and integrated it with existing codebase through collaboration with overseas teams.
July-Sept 2018	**Software engineering intern, Amazon** *(London, UK)* - Developed new internal REST service for creating and editing presentation themes for Alexa on Echo Show devices. - Created React-based web app for non-engineering designers to easily interact with service without programming knowledge.
June 2017-Oct 2018	**Microsoft Student Partner, Microsoft** *(London, UK)* - Lead organiser of PixelJam, Microsoft-sponsored game jam at UCL. - Wrote tutorials on game development topics (including Entity-Component System and Mixed Reality) for Microsoft Development Network.

Developed games in my free time, highlights including

- Unity game shortlisted as a finalist for the 2018 Rising Star game programming competition, which was the highest-ranked game submission in competition's second round. Implemented novel dynamically splitting screen system for multiplayer play.
- GameBoy Advance ROM hack with 5-6 hours gameplay, winner of "Best of 2016", garnering a non-trivial online following in later years through a ROM Hacking website. Experience gained here reverse engineering and modifying existing ARM assembly.
- Winning submission for the 2018 Escape Studios game jam as lone programmer in team.

Education

University College London (London, UK)
*MEng Computer Science, September 2016 – present **(Predicted 1st class)***

- Final year master's project exploring novel eye-gaze based interaction design in VR with user studies.
- Elective modules in Computer Graphics, VR, networking and 3D geometry.
- Developed complete mixed reality game (Unity) with tracked real-life objects and gaze-based interaction for Vive Pro Eye, as solo programmer in group assignment.
- Expanded C++ network simulator to simulate packet flow on proposed Starlink satellite network for 3rd year group project.
- Extensive systems programming in C and x86-64 assembly.

Senja VGS (Finnsnes, Norway)
International Baccalaureate Diploma Programme, August 2014 – May 2016

- Distinction received for highest IB score ever awarded in Northern Norway (42)