

David Hall

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Education

Chalmers University of Technology

Civilingenjör i Software Engineering (Informationsteknik)

- > 300 credits

2017 – 2022

Gothenburg, Sweden

Chalmers University of Technology

M.Sc. Data Science and AI

- > 120 credits

2020 – 2022

Gothenburg, Sweden

Chalmers University of Technology

B.Sc. Software Engineering (Informationsteknik)

- > 180 credits
- > Grade: 4.4/5
- > Thesis: *A Unity Asset for Procedurally Generating Cities*

2017 – 2020

Gothenburg, Sweden

Rosendalsgymnasiet

Natural Sciences Program (High School)

- > Grade: 4.4/5
- > Thesis: *Fractals and Their Hidden Dimension*

2014 – 2017

Uppsala, Sweden

Work Experience

TIBCO Spotfire

Junior Developer in Data Access (Summer Internship)

- > New development in back end.
- > Worked in an international team.

June 14 – August 20, 2021

Gothenburg, Sweden

TIBCO Spotfire

Associate Engineer in Data Access (Summer Internship)

- > New development in both back end and front end.
- > Worked in an international team.

June 8 – August 21, 2020

Gothenburg, Sweden

Hobby Projects

Android Apps

- > "Bomb Clearer" – A material design minesweeper game.
- > "Seniорradio" – Swedish radio app for the elderly.
- > "Walkabout" – An app for randomizing walks.
- > "GRID" – A puzzle game where you need to remember patterns.

Open Source

- > [tmdb-js](#) – A JavaScript wrapper for the TMDb (The Movie Database) API.

Skills

Programming Languages

- | | |
|--------------|----------|
| > C# | > Erlang |
| > Java | > SQL |
| > Python | > SPARQL |
| > JavaScript | > Cypher |
| > C | > R |
| > Haskell | > MATLAB |

Artificial Intelligence and Machine Learning

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|--------------------------|-------------------------------------|
| > Supervised Learning | > Neural Networks and Deep Learning |
| > Unsupervised Learning | > Avoiding Overfitting/Underfitting |
| > Reinforcement Learning | > Model Evaluation Techniques |

Software Development

- | | |
|--|------------------------------------|
| > Back End and Front End | > Testing |
| > Object-Oriented Design Patterns and Principles | > Version Control (Git) |
| > Concurrent/Parallel Programming | > Databases (Relational and NoSQL) |
| > Agile Development and Scrum | > Techniques for Large-Scale Data |
| | > Semantic Web |

Mathematics

- | | |
|---------------------------------|----------------------------------|
| > Modelling and Problem Solving | > Discrete Mathematics |
| > Statistics and Probability | > Stochastic Processes |
| > Nonlinear Optimization | > Bayesian Inference |
| > Linear Algebra | > Causality and Causal Inference |
| > Multivariable Calculus | |

Languages

Native Swedish

Fluent English

Beginner Spanish

Miscellaneous

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