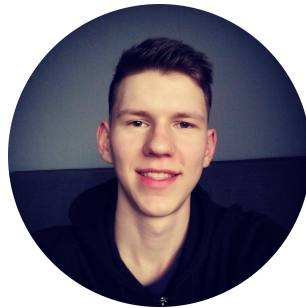


# David Hall

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in /david-hall  
o /david98hall



## 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

Associate Engineer

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

June 8 – August 21, 2020  
Gothenburg, Sweden

## Hobby Projects

### Android Apps

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

## Skills

### Programming Languages

- |              |           |
|--------------|-----------|
| › C#         | › Haskell |
| › Java       | › Erlang  |
| › Python     | › SQL     |
| › JavaScript | › SPARQL  |
| › C          | › Cypher  |

### Artificial Intelligence and Machine Learning

- |                          |                                     |
|--------------------------|-------------------------------------|
| › 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 | › Multivariable Calculus |
| › Statistics and Probability    | › Discrete Mathematics   |
| › Nonlinear Optimization        | › Stochastic Processes   |
| › Linear Algebra                | › Bayesian Inference     |

## Languages

**Native** Swedish

**Fluent** English

**Beginner** Spanish

## Interests

**Sports** Basketball and tennis (as well as watching biathlon and cross-country skiing).

**Music** Rock, funk rock, punk, ska, indie, etc.

**Literature** Dystopian fiction, science fiction, fantasy, comedy, etc.

## Miscellaneous

**Driver's License** Since 2017-03-03.