

David Hall

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Education

Chalmers University of Technology

M.Sc. Data Science and AI

> 120 credits

2020 – 2022

Gothenburg, Sweden

Chalmers University of Technology

Civilingenjör i Software Engineering (Informationsteknik)

> 300 credits

2017 – 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.

Open Source

- › Elevator Music VS – A Visual Studio extension that plays elevator and lounge music when projects build.

Skills

Programming Languages

- | | |
|--------------|-----------|
| › C# | › C |
| › Java | › Haskell |
| › Python | › Erlang |
| › SQL | › R |
| › JavaScript | › MATLAB |

Software Development

- | | |
|--|-----------------------------------|
| › Back End and Front End | › Techniques for Large-Scale Data |
| › Object-Oriented Design Patterns and Principles | › Agile Development and Scrum |
| › Concurrent/Parallel Programming | › Version Control (Git) |
| › Databases | › Continuous Integration |
| | › Testing |

Mathematics

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

Artificial Intelligence and Machine Learning

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

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

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