

Didrik Munther



Contact

+46707335219
dmu0817@gmail.com

Websites

GitHub LinkedIn
didrik.tech

Languages

Swedish (native)
English (fluent)
German (B2)

Programming languages and tools

C/C++, Rust, PHP, SQL
Python, Go, Docker,
PyTorch, Scikit, Django

AWS, CodePipeline,
Github+Gitlab CI/CD,
Dokku

HTML, CSS, REST,
GraphQL,
JS/TS, Angular, React,
NextJS, Elysia, Vite,
Bun, Neo4j, YOLO,
RabbitMQ, Basler, Hailo

Achievements

7th place in Huawei
Hackathon 2022

Batch 17 KTH
Innovation

About me

A self-motivated and an inspired team player, who is looking for greater opportunities and growth, with lots of experience with fullstack development. I'm currently finishing up my masters in Computer Science at KTH in Stockholm. My special interest are fullstack development, low level optimization and algorithms, machine learning and computer vision, compiler construction, and much more. I'm currently writing my own compiler.

Experience

2023-2024	Tech Lead	Semee Running
	<ul style="list-style-type: none">Responsible for the technical development of an optical race timing system.Built the first version of the software, effectively evaluating the company to \$4.5 million. (YOLO, RabbitMQ, Python, Pytorch, AWS, Docker, Basler, Hailo)	
2023-2024	Head of Internal Systems (voluntary)	THS Armada
	<ul style="list-style-type: none">Responsible for managing and maintaining the company's internal systems, including hardware, software, and infrastructure. The role involves leading a team of IT professionals and compiling requirements from different stakeholders, ensuring the smooth operation of all internal systems, and developing strategies to optimize and improve processes. Implemented technical solutions which boosted revenue to 7.5 MSEK. (Python, Django, AWS, Docker, CI/CD, Dokku, Scrum)	
2023	iOS developer intern	Bontouch
	<ul style="list-style-type: none">Developed iOS apps & backend. (Swift, SwiftUI, Neo4j, Rust)	
2022	Teaching Assistant	KTH Royal Institute of Technology
	<ul style="list-style-type: none">Taught and graded lab assignment in the Algorithms and Data Structures and the Principles of Programming Languages courses. (Scala, Rust, C, Java)	
2021-2022	Fullstack developer	Abios Gaming AB
	<ul style="list-style-type: none">Developed GraphQL API, providing easier onboarding for customers. (Golang)Maintained development of administration systems. (React, Golang)	
2018-now	Founder & Developer	Didrik Munther IT & Datakonsult AB
	<ul style="list-style-type: none">Developed financial report systems, cutting down report creation time by orders of magnitude. (React, NextJS, Strapi)Developed and integrated an E-commerce and inventory management system with integrations to systems such as Klarna. (Angular 6, PHP, SQL)	
2018-2019	Head of IT & Driverless (voluntary)	KTH Formula Student
	<ul style="list-style-type: none">Developed sales website and administrated systems. (PHP, Directus)	
2017-2018	Fullstack developer	Buildflow (f.k.a. Byggvarulistan)
	<ul style="list-style-type: none">Developed SPA E-commerce website. (AngularJS, React, Django)	

Education

2023-2024	Computer Science Graduate Exchange Semester Technische Universität München (TUM)	Munich
2022	Human-Centered Machine Learning Aalto University	Helsinki
2019 - (2024)	Master of Science in Engineering, Degree Programme in Computer Science Kungliga Tekniska Högskolan (KTH)	Stockholm

Projects

Compiler and Language Workbench

Rost

<https://github.com/didrikmunther/rost>

It started as a compiler with a NASM backend, to explore the nuances of compiling to an assembly level (by using NASM). The core of the project has now been entirely changed, in order to explore the nuances of creating an IR representation of the program to support multiple backends. What has always been the backbone of the project has been supporting expressive error messages. Recently, LSP support was added, as well as a Webassembly backend. The current goal is to implement the Monaco editor in the browser demo, to show off the LSP support in the browser.