Max Fransson

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 ziggyt —— in LinkedIn
</> Python, Java, Dart, C#
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EXPERIENCE

- **Research Institutes of Sweden, RISE** — Gothenburg, Sweden
  Research and Development Engineer, Humanized Autonomy — *August 2022 - Present*
    - System development and product development
    - Enabling and conducting research through prototyping

  Technologies: Software Development, System Architecture Design, TikZ (LaTeX), Relationship modelling
  Theory: Application writing, Requirements engineering, Research

- **AstraZeneca** — Gothenburg, Sweden
  Master Thesis Student — *January 2022 - June 2022*
    - Investigated Security Assurance Case applicability in the medical domain
    - Investigated maintainability of Security Assurance Case in the medical domain

  Technologies: draw.io, TikZ (LaTeX)
  Theory: Security Assurance Cases, Information visualization, Standard compliance, Risk management analysis

- **Chalmers University of Technology** — Gothenburg, Sweden
  Teaching Assistant — *March 2020 - June 2020*
    - Teaching assistant in course DAT216 (Design and implementation of graphical interfaces).
    - Performed lab/exercise supervision and lab grading

  Technologies: Java, XML, Scene Builder
  Theory: UI/UX design, UI prototyping

- **AstraZeneca** — Gothenburg, Sweden
  Summer Worker — *June 2018 - July 2018*
    - Visualized datasets from AZ clinical studies
    - Aggregated department focus group results

  Technologies: Jupyter Notebook, Pandas, Python
  Theory: Information/data visualization, Proof-of-concept software prototyping

EDUCATION

- **Chalmers University of Technology** — Gothenburg, Sweden
  MSc, Software Engineering and Technology — *Aug. 2020 – Jun. 2022*
    - Courses include: Requirements engineering, Information visualization, Software quality, Network security, Computer security, Cryptography, Agile development processes, Empirical software engineering.
    - **Thesis title**: Applying and Maintaining Security Assurance Cases in the Medical Domain - *A Case Study at AstraZeneca*

- **Chalmers University of Technology** — Gothenburg, Sweden
  BSc, Software Engineering (Informationsteknik) — *Aug. 2017 – Jun. 2020*
    - Courses include: Data structures and algorithms, Databases, Human-computer interaction, Design and implementation of graphical interfaces, Computer communication, Object-oriented programming and design.
    - **Thesis title**: Collaboration Mechanics for Children in Game Environments
        * Created a networked multiplayer game using Unity and four iPads. GitHub repository.

TOOLS

- **Programming languages:** Python, Java, C#, Dart.
- **Game engines:** Unity, Unreal Engine.
- **App development framworks:** Flutter.
- **Python:** Matplotlib, Pandas, Pyautogui, OpenCV, Django.
- **CAD:** Autodesk Fusion 360, KiCad EDA.