Max Fransson

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ziggyt —— LinkedIn
</> Python, Java, C++, Dart
See dark theme

Education

- **Chalmers University of Technology** — Gothenburg, Sweden
  MSc, Software Engineering and Technology — *Aug. 2020 – Jun. 2022*
  - Courses including: 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 including: 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
    - Used Unity and four iPads to create a networked multiplayer game. GitHub repository.

Experience

- **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

Projects

- SonifiedZoom, using face tracking with Python to control Midi input to VCVRack (digital instrument), project part of the Music Engineering tracks course at Chalmers.
- Dedocahedron infinity LED controller, used an ESP32, Raspberry Pi and MQTT to control WS2812B led strips from an Android application made with Flutter and Dart.
- PCB macropad design using KiCAD, ordered PCBs from JLCPCB in China, assembled the finished product at home in Sweden.

Other programming tools

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