

# Max Fransson

max.fransson@protonmail.com

+46 727 44 24 00

 ziggyt —  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 frameworks:** Flutter.
- **Python:** Matplotlib, Pandas, Pyautogui, OpenCV, Django.
- **CAD:** Autodesk Fusion 360, KiCad EDA.