

Max Fransson

max.fransson@protonmail.com

+46 763 27 07 22

 ziggyt —  LinkedIn

</> Python, Java, Dart, C#

See light theme (printer friendly)

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:** Programming, 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.