

# Max Fransson

max.fransson@protonmail.com

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</> Python, Java, C++, Dart

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## EDUCATION

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- **Chalmers University of Technology** Gothenburg, Sweden  
*BSc in 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, Project GitHub repository
- **Chalmers University of Technology** Gothenburg, Sweden  
*MSc in 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

## EXPERIENCE

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- **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 ( $\text{\LaTeX}$ )

**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 clinical studies performed world wide
  - Aggregated department focus group results

**Technologies:** Jupyter Notebook, Pandas, Python

**Theory:** Information visualization, Proof-of-concept prototyping

## PROJECTS

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- SonifiedZoom, using face tracking with Python to control Midi input to VCV Rack (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

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- **Programming languages:** Python, Java, C++, Dart
- **Game engines:** Unity, Unreal Engine.
- **App development frameworks:** Flutter.
- **Python:** Matplotlib, Pandas, Django.