

EDUCATION

University of Manchester

BSc Computer Science, 1st year GPA: 86%
2nd year GPA: 89%

Manchester, UK

2019–2022

Asker High School

Graded average: 87%

Asker, Norway

2015–2018

- A* equivalent in further Math and further Physics

EXPERIENCE

Netcraft

Computer Scientist Intern

Bath, UK

Summer 2021

- Netcraft Scamalert Developer
- Bug fixing and feature expansion of Necrafts Scamalert system

Netcraft

Computer Scientist Intern

Bath, UK

Summer 2020

- Netcraft Takedown Service: Core Developer
- Bug fixing and feature expansion of Necrafts automated Takedown System, which aims to take down illegal and malicious websites and apps

Fyxn Computing AS

CEO

Oslo, Norway

Jun 2019 - Present

- My own freelance web development company, contracted work includes:
- Supplied database system for The Norwegian Armed Forces
- Web development for the Ethical Council for the Norwegian Defence Sector
- walkaboutvoices.no: Web application for middle school and high school English lessons employed by schools in Norway, Sweden, Denmark and Finland

Safety Innovation AS

CTO

Oslo, Norway

Sep 2019 - Present

- Development and maintenance of all KinderID systems. kinder-id.com

Norwegian Armed Forces

Web Developer

Oslo, Norway

Jun 2018 - Jun 2019

- Maintaining/Administrating the Website and Intranet of the Norwegian Armed Forces

Gaudio

Part-time IT Consultant

Vollen, Norway

Apr 2015 - Jan 2019

SKILLS

- **Programming Languages:** C, C++, Assembly, Python, PHP, SQL, Java, JavaScript, Perl, Go, HTML, CSS
- **Technologies:** Linux, LXC, Docker, Node.js, CiscoIOS, MySQL, MongoDB, RethinkDB, ElasticSearch
- **Protocol knowledge:** IPv4, IPv6, TCP, UDP, BGP, MAC, HTTP, HTTPS, SNMP, DNS, DHCP
- **Soft Skills:** Team Managment

RELEVANT EXTRACURRICULAR ACTIVITIES

- Team Leader at Manchester Stinger Motorsports AI 2020 –Current
Team Leader for the Manchester Stinger Motorsports AI. The team has 30+ participants and competes in the FS-AI competition hosted by IMechE
- Network Crew on Infected LAN Asker, Norway 2017 –2020
Design an maintenance of the network on one of Norways biggest LAN parties
- Network Crew on The Gathering, Norway 2018
Administration of the network on Norways biggest LAN party, with 6000+ participants

PROJECTS

See full list of projects on github.com/eliasffyksen

- | | |
|--|---|
| BGP Analysis | 2021 - Present |
| 3rd year project UoM | |
| Ongoing project. Representing global BGP data from public sources in graph database. Analysis of global internet infrastructure in order to attempt to discover the extent of criminal infrastructure. Including a web application for browsing the data | Language: Python, Cypher, JavaScript |
| SmpIOS | 2019 |
| github.com/eliasffyksen/smplos | Language: C |
| Ongoing project to create simple operating system written in C | |
| Smpl32-sim | 2020 |
| github.com/eliasffyksen/smpl32-sim | Language: C++ |
| A 32 bit RISC ISA and emulator written in C++ | |
| MU0-Lang | 2019 |
| github.com/eliasffyksen/MU0-Lang | Language: C++ |
| A proof of concept programming language and compiler for the MU0 architecture | |