

# Emil Johansson

SOFTWARE DEVELOPER

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*"Do not be smart when writing code, write boring code creating exiting products."*

## Summary

Educated as a Physicist, employed as an Embedded Systems Software Developer, currently working with Python, Scala, and Typescript as a Backend Software Engineer. In my previous assignment I worked in Linux and C/C++ on network segmentation solutions for critical infrastructure with the IT security company Advenica.

In my spare time, I like to go hiking, read interesting articles and tutorials, work on private programming projects, and tinker with computers. I have a raspberry pi running a bunch of services like media server, git repositories, and file hosting. Many of my skills originate from learning in my spare time. My natural habitat is in Linux creating exiting things with C/C++ and Python.

Recently I have grown more and more interested in concepts like continuous integration. This CV is for example built automatically using docker in a GitHub action and then if successfully built, published to <https://cv.emijoh.se>.

## Skills

<b>Programming</b>	Python, Linux, Scala, Continuous Integration, TypeScript, C/C++, LaTeX, git
<b>Machine Learning</b>	TensorFlow, Keras, Google Cloud
<b>Languages</b>	Swedish, English

## Experience

### Backend Software Engineer

Malmö, Sweden

UNDISCLOSED

Feb. 2018 - present

- Working with Python, Scala, and TypeScript.
- Taking a technical leadership role in the team driving code quality and increased developer productivity and quality of deliverables.
- Learned a lot about producing and releasing high quality software at fast pace in an environment with many stakeholders and unknowns.

### Embedded Systems Software Engineer

Malmö, Sweden

ADVENICA

Sep. 2018 - Dec. 2018

- Levering Linux and C/C++ knowledge, developing support for new network protocols in network segmentation products for critical infrastructure.
- Improved ability to write performant, safe, high quality C/C++ code under tight deadlines.

### Full Stack Web Application

Lund, Sweden

PRIVATE PROJECT

Mar. 2017

- Created a proof-of-concept "Wikipedia band name generator" web site leveraging public APIs, python code, cloud hosting, and flask to automatically generate silly band names and cover art.

### IOS and Desktop QT Application

Lund, Sweden

PRIVATE PROJECT

Sep. 2016

- My interest in automation resulted in that creating a Sudoku solver app seems more fun than solving Sudoku manually so that is what I did.
- Learned about connecting and separating back end and front end logic as well as the QT framework

## Employment

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### AFRY (Formerly ÅF) – Embedded Systems

SOFTWARE DEVELOPER

*Malmö, Sweden*

*Sep. 2018 – Present*

### Lund University, Faculty of Engineering

PROJECT ASSISTANT

*Lund, Sweden*

*Jun. 2018 – Aug. 2018*

### Lund University, Faculty of Engineering

EXERCISE TUTOR

*Lund, Sweden*

*Sep. 2017 – Nov. 2017*

## Education

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### Lund University

M.SC IN PHYSICS

Focus on theoretical and mathematical physics.

*Lund, Sweden*

*Sep. 2016 – Jun. 2018*

### Lund University

B.SC IN PHYSICS

Focus on computational and mathematical physics.

*Lund, Sweden*

*Sep. 2013 – Jun. 2016*

## Honors & Awards

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2018 **NanoLund Junior Scientist Ideas Award**, For M.Sc project exploring novel applications of machine learning.

*NanoLund*

2013 **Swedish Junior Water Prize.**, Award for high school degree project.

*Stockholm  
International Water  
Institute.*

## Writing

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### Teaching a Neural Network Quantum Mechanics. A Deep Learning Approach to the N-Representability Problem.

AUTHOR

<https://lup.lub.lu.se/student-papers/search/publication/8951887>

*M.Sc thesis.*

*2018*

### Numerical simulations of contact geometry effects on transport properties of semiconductor nanowires

AUTHOR

<https://lup.lub.lu.se/student-papers/search/publication/8878322>

*B.Sc thesis.*

*2016*