



ERIK RUDHE

PROFILE

Curious, flexible, humble and structured newly graduated M.Sc. engineer in Media Technology looking for a job in web development in Stockholm.

PORTFOLIO

<https://erikrudhe.github.io/portfolio/>

CONTACT



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Skomakaregatan 9
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LANGUAGES

Swedish	Native language
English	Fluently
Spanish	Basic

PROGRAMMING LANGUAGES

C++
Java
Javascript (Typescript, D3,
React + Redux)
HTML
CSS

WORK EXPERIENCE

Summer Research Project - Sommarmatchen

June 2018 - August 2018 LiU Innovation

The Summer Match via LiU Innovation is a collaboration between researchers and students at Linköpings University where teams develop ideas from the research at LiU. During these three months, I mainly worked on the design and developed a system for a website in the programming languages JavaScript, HTML, CSS and did a prototype in Adobe XD.

Infantryman

January 2014 – September 2014 Swedish Armed Forces

Had a job as an infantryman in a grenade launcher platoon at Kungsängens regiment Livgardet, outside of Stockholm. The work required a lot of discipline and group communication. It was job that made me more structured as a person because it was often required to solve certain tasks.

GMU

September 2013 – November 2013 Försvarsmakten

Did my GMU (basic military training) at Eksjö's regiment Ing2 for three months as a group leader for a group of eight people. The training tested my ability to handle stress and to be flexible.

Substitute teacher

September 2012 – December 2012 VR Schools

Worked as a substitute teacher for elementary students at various schools around Stockholm. The work involved teaching students in different subject in a creative and stimulating way.

Filling operator

June 2012 – September 2012 AGA

Started as a summer worker the year before followed by a longer employment after graduation June 2012. My job assignments were to clean and fill gas cylinders with oxygen, used in hospitals. It was job that required a lot of safety and accuracy as it was vital that all the steps were performed correctly.

EDUCATION

Master of Science in Media Technology (300hp)

September 2014 - September 2020 Linköping University, campus Norrköping

The education has given me a broad technical science ground with subject-oriented knowledge in technology for various media forms. My master thesis was done at a start-up company called Edvira, where my task was to develop a visualization tool that shows statistics about university educations around Sweden. The visualization tool was made in the JavaScript library D3 and had a strong focus on usability and interaction design. In addition to my master thesis, I chose during my master's to immerse myself on web development, UX design, project management and artificial intelligence.

Natural science programme

August 2009 – June 2012 Blackebergs Gymnasium

I went to a science high school where I, among other things, did a major research project on lightning.

COMMISSION OF TRUST

Event manager

August 2016 – June 2017 Linköping University, campus Norrköping

Organized together with a group of six other people activities for media technology students such as pubs, parties, LANs and other events.

Chairman of STUBINEN students film association

August 2015 – Jun 2016 Linköping University, campus Norrköping

Together with eight other students, we organized a film screening one every other Sunday at the cinema Cnema in Norrköping for students on campus.

REFERENCES

Available upon request.