

Relevant Work Experience

Technician	IT Mästaren	Summer 2016 –
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- IT Technician working in following environments:
- Windows, MacOSX.
- Mobile technology, Windows server maintence, client maintence.
- Domain configuration, client configuration.

Education

Stockholm, SE	KTH Royal Institute of Technology	Fall 2016 – Summer 2020
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- BSc & MSc in Computer Science and Engineering.
- Undergraduate Coursework: Algorithms and Data structures; Programming; Discrete Mathematics; Numerial Methods; Paralell Programming; Human-Computer Interaction; Linear Algebra; Calculus.

Stockholm, SE	Kungsholmens Gymnasium	Fall 2011 – Summer 2014
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- Natural Sciences International Seciton (specialization in Mathematics)
- Courses: Mathematics specialisation

Technical Experience

Projects

- **2D Game Engine (2016)** A game engine built using the Slick2D framework built entirely using Java. Built the game with a classmate and developed a framework for a game engine which could be used to create other 2D games. The theme/characters/dialogue/items would be of the creators choice. Implemented automatic generation from text files and Tiled map using algorithms built in Java.

Extra-curriculars

- **Junction Hackathon (2016)** Participated in Europe's largest hackathon. Joined together with a team from Heliniski's Aalto university and participated in the HealthTech track. Developed a game for children which eased the stress of the hospital environment, specifically surgery and anaesthetics.
- **Palantir Case-Solving (2016)** Participated in a case solving event with Palantir Technologies. Teamed up with a group of Machine Learning masters students from KTH and developed a plan for a data analytics solution specifically tailored for Police for dealing with asylum home arson. Made the solution user friendly and scalable for future re-use.

Languages and Technologies

- Java; JavaScript; Python; Swift; Git
- Sublime Text; IntelliJ; PyCharm; Xcode