Gustave Rousselet

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Relevant Work Experience

Technician IT Mästaren Summer 2016 –

- 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

- 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

- 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 FinTech track. Developed a solution for money transfer without borders, using TransferWyse' API.
- 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