Håkon Osland

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EDUCATION

University of Bergen   **Bergen, Hordaland**
BA in Computer Science   *Expected Graduation: June 2019*

EXPERIENCE

Maksimer AS   **Bergen, Hordaland**
Integration Developer   *Oct 2017 - Present*
- Developing solutions for automatically moving data between inventory systems and E-commerce stores
- Doing customer support for the integration system

Havamedia AS   **Oslo, Oslo**
Software Engineer Intern   *Feb 2015 – March 2015*
- Developed a small companion application for the website `releases.com`. Which implemented push notifications

PROJECTS

Vinmonopolet 2.0 and Cards Against Humanity - Webapps   *Oct 2015*
- Designed and developed two webapps using Meteor.js
- Vinmonopolet 2.0 lets you find out what kind of drinks from Vinmonopolet gets you the most alcohol per KR
- In the cards against humanity webapp you can play the popular card game cards against humanity with your friends online
- Visit Vinmonopolet 2.0 at `vin6140.cloudapp.net` and Cards Against Humanity at `vin6140.cloudapp.net:3000`

Waffle Town - React Native application   *Feb 2017*
- Developed an MVP application for a social network where you can share pictures of your waffles during a hackathon held by the student council for informatics students
- The app also uses Microsoft Computer Vision API to confirm that you are posting pictures off waffles
- You can download the app from the Play store here: `https://play.google.com/store/apps/details?id=com.waffletown`

ADDITIONAL

- Relevant Coursework: Data Structures and Algorithms, Introduction to Machine Learning, Basic Course in Statistics, Databases and Modelling, Computer Networks, Foundations of data-oriented visual computing
- Programming Languages: Python, Javascript, Java, PHP
- Other Technologies: MySQL, MongoDB, Meteor.js, React.js, Cloud Hosting (Microsoft Azure)