VIKTOR HOLMQVIST

DEVELOPER, TECH JUNKIE, COMPUTER SCIENTIST

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Profile

Always eager to learn and discover things unknown. Extra-ordinary ability to focus on a single task to get things done. Eating paleo, running barefoot.

Skills

Web Design & Development

A few years of experience with PHP and MySQL. I use Ruby as my secondary language for the web and for daily scripts. I'm not really a Designer but have a passion for Typography and an eye for colors.

Evolving Technical Knowledge

A mix of general interest in technology, diverse work as Technical Support and Developer and my education has given me a broad base of technical knowledge. When something unknown emerge, I adapt and learn.

Technical

- HTML5
- CSS3
- JavaScript
- jQuery
- PHP
- Ruby (on Rails)
- C, C++, C#
- Objective C
- Java
- SQL
- Haskell
- Erlang
- Git / Subversion
- LaTeX
- Server Admin

Education

Chalmers University of Technology

Master of Science - Expected 2013
Computer Science: Algorithms, Languages & Logic

Bachelor of Science - 2008-2011
Computer Science

Experience

Techship   2009-Present
Technical Support & Web Platform Development

Technical Support for integration of Mobile Broadband Modules in all kind of solutions, e.g. routers, laptops, tablets and vending machines. Problem solving and debugging of SW/HW on a variety of devices in all kinds of environments, including Windows, Linux and Android. Many hours of using AT commands, applying kernel patches and testing antenna systems.

Design and Development of the Customer Portal (www.techship.se) that has evolved into a full-fledged online shop with credit card payments and proper order handling

Bachelor Thesis - Evil Engine   Spring 2011
Development of a Game Engine for iOS

The project was focused on the base components of a game engine and divided into 3 major parts: the graphics engine (with OpenGL rendering), the physics engine and a matrix and vector operations library to support the other parts. We wanted to go as deep as possible and use very little existing code to make sure we really understood everything properly at the end of the project.
The project was written in C and Objective C. In the end, a lot of the code ended up as pure C for increased performance. The learning outcome of the project was massive: physics, collision detection, OpenGL graphics and a lot of experience writing C and Objective C. Writing the report with constant feedback from our handler gave great insights on how to write a formal report properly.
The report can be downloaded at my website.

Magenta Design   Spring 2008
Web Design & Development

Ran the imaginary but successful company Magenta Design (Young Entrepreneurship) together with two other students in conjunction with our project. Developed temporary websites for other Young Entrepreneurship companies for a small cost and also permanent ones for some non-profit societies: Rågången Bostadsförening, Jönköpings Kusksällskap. We had thoughts of starting an actual business at the end of the project but the members of the group moved to different cities and thus the company was discontinued. The interest for web development has grown on me ever since.

H&M   2006-2008
Salesperson

Worked summers of 2006, 2007 and then continued throughout 2007 into 2008 until I moved to Gothenburg in August. Diverse work assignments, plenty of interaction with customers. Learned much about customer service and sales in general.