

# AXEL HEDMAN

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github.com/hedmana

## Education

### Aalto University

Master of Science (Technology), Bioinformatics and Digital Health, GPA: 4.1/5.0

Sep. 2023 – May 2025

Espoo, Finland

### ETH Zürich

Exchange Studies, Health Sciences and Technology

Sep. 2024 – Jan. 2025

Zürich, Switzerland

### Aalto University

Bachelor of Science (Technology), Bioinformation Technology, GPA: 4.2/5.0

Sep. 2020 – May 2023

Espoo, Finland

## Experience

### Aalto University Department of Computer Science

Research Assistant

March 2025 – August 2025

Espoo, Finland

- Writing my master's thesis in the probabilistic machine learning research group.
- Research scope: leveraging graph neural networks to understand Finnish healthcare data.

### OP Financial Group

Software Engineer Intern

March 2024 – August 2024

Helsinki, Finland

- Implemented insurance handling software for insurance agents to manage policies and claims.
- Programmed in Gosu, a JVM-based language, and utilized Microsoft SQL Server for data management.

### Veri (acquired by ŌURA)

Bachelor's Thesis

January 2023 – May 2023

Helsinki, Finland

- Wrote my bachelor's thesis in collaboration with Veri, a health tech startup focusing on metabolic health.
- My research provided me with hands-on experience working with user health data, including continuous glucose monitoring (CGM), physical activity, and nutrition data.

### Mirka

Software Engineer Intern

Summer 2022 & Summer 2023

Jepua, Finland

- Built software used to control the robotic sanding head, Mirka AIROS, compatible with Universal Robots' robotic arms.
- Developed a Python daemon to bridge the communication between the robotic arm and the Mirka AIROS sanding head. Implementations required modifications to the Java GUI provided by Universal Robots.

## Projects

### Chess Board | C++, SFML

- A chess board implemented in C++ using the SFML library. The project can be found at <https://github.com/hedmana/chess>.

### Blog App | React, Node.js

- Tower Defence game implemented in Python using the PyGame library. The project can be found at <https://github.com/hedmana/blogs>.

## Technical Skills

**Languages:** Python, Java, C/C++, JavaScript/TypeScript, SQL, R, Matlab

**Developer Tools:** Linux, Git, Docker, WSL, VirtualBox, NumPy, Pandas

**Technologies/Frameworks:** .NET, React, Node.js, TensorFlow, PyTorch, Robot Framework

## Volunteering

### Scholarship Committee

Teknologföreningen

2023 – 2024

- The scholarship committee decides on policies, procedures, and other concerns related to student scholarship matters at Teknologföreningen, the Swedish speaking association at Aalto University.

### Buddy Group Lead

Slush

Autumn 2022

- Responsible for recruiting a team of volunteers to assist and guide guest speakers through Slush.

### Tutor Coordinator

Teknologföreningen

2022 – 2023

- Responsible for recruiting and managing 100+ Swedish speaking tutors at Aalto University.