2023 Q3 - 2024 Q4 Gräfsåsen sewage facility
Role: Engineer & 3D Coordinator

3D coordination and planning for tanks and calculation of gas production. Tricky tanks and calculations of gas production with tight deadlines for engineering.



2023 Q1 - 2024 Q1

Degeberga sewage facility Role: Responsible Engineer

Facility design with new building for dewatering equipment.



2022 Q1 - 2023 Q2

Örnsköldsvik facility Role: Engineer

Assisted with the engineering of a new sewage facility in Örnsköldsvik. Tricky steam system and platform next to the building connecting to tanks. Tricky plastic pipelines.



2022 Q1 - 2022 Q2 Malmköping ARV
Role: 3D Coordinator & engineer

Malmköping ARV is an updated sewage facility in Malmköping. Similar team as Rosenholms rötkammare, but much smaller facility. Continued 3D coordination with similar structure as Rosenholms rötkammare.



2022 Q1 - 2022 Q2

Water facility
Role: Responsible engineer

Designed a water facility in southern Sweden and assisted in delivering a preparatory study.



2021 Q4 - 2022 Q1 Rosenholms rötkammare 100-200 MSEK Role: 3D Coordinator

Rosenholms rötkammare is an updated biogas facility in Katrineholm. The new facility is meant to extract biogas from sludge, septic and cake waste.

To find a layout that worked with gas facility building rules was a big challenge. There were differences in height over the area and an existing road that would be in the way. The solution was to add more soil to level the area at a better height and to be able to keep the existing road placement.

The new sludge management building was also a big challenge. The new building was to be a two story building where an old concrete sedimentation construction should serve as the lower level. I had to recreate the existing construction and then derive the new building from the existing construction. It was difficult to get the best use of existing walls, fit where to place reception of waste and fit large equipment into existing parts of the old construction.



Confidential project