

# JACOB HEDÉN MALM

## BACKGROUND

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A curious, competent, and driven computer scientist with a strong international background and a passion for acquiring new skills.

## PRACTICAL EXPERIENCE

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PERIOD	<b>June 2022 — September 2022</b>	
EMPLOYER	<b>Spotify</b>	Stockholm, Sweden
JOB TITLE	<b>Backend Engineering Intern</b>	
LANGUAGES	<b>Java</b>	

I am temporarily part of and contributing to a squad within Spotify as a backend engineer. Key technologies: **gRPC**, **bigtable**, **GCP**, **backstage**.

PERIOD	<b>June 2020 — August 2021</b>	
EMPLOYER	<b>INVIDI Technologies AB</b>	Stockholm, Sweden
JOB TITLE	<b>Backend Engineer</b>	
LANGUAGES	<b>Java</b>	

I worked as a Backend Engineer at a medium sized advertising technology company. My role included developing and maintaining the microservices that made up the INVIDI software product. Due to the size of the company, I also got experience with Dev Ops and QA work. I came into contact with a wide range of technologies, such as **GCP**, **maven**, **kubernetes**, **docker**, **sql**, and **datadog**.

PERIOD	<b>July 2020 — Present</b>	
COMPANY	<b>Sensoris IT AB</b>	Stockholm
JOB TITLE	<b>Co-Founder</b>	

I, along with a group of friends from my studies at KTH, developed Busybee, an occupancy management and analysis software product. We were admitted into the KTH Innovation pre-incubator program and were a part of batch 12. The start-up experience meant that we all had to wear a lot of different hats and solve many different problems creatively. Busybee is currently live on **busybee.se**

PERIOD	<b>March 2020 — June 2020</b>	
COMPANY	<b>IchigoIchie AB, Royal Institute of Technology</b>	Stockholm
JOB TITLE	<b>Bachelor Thesis Intern</b>	

When wrapping up my bachelor's degree studies I executed a thesis project in conjunction with IchigoIchie AB, an audio-visual games producer. The aim of this project was to build machine learning tools capable of classifying sound snippets by their emotional tone. This was accomplished by representing the sound snippets as spectrograms and classifying these spectrograms with the help of a convolutional neural network.

ATTERBOMSVÄGEN 38 · STOCKHOLM · SWEDEN

✉ JACMALM@KTH.SE ☎ +46704470270

## EDUCATION

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PERIOD	<b>September 2021 — 2023 (Estimate)</b>	
DEGREE	<b>Master of Science in Machine Learning</b>	
UNIVERSITY	<b>Royal Institute of Technology</b>	Stockholm
I have completed the coursework for a specialized degree in Machine Learning. My main interest areas are probabilistical methods and neural networks. In order to develop my professional skills I plan to take a study break.		
PERIOD	<b>September 2017 — June 2020</b>	
DEGREE	<b>Bachelor of Science in Computer Science</b>	
UNIVERSITY	<b>Royal Institute of Technology</b>	Stockholm
A broad degree in computer science, laying a solid foundation within the field. My main interest areas were studies of algorithms and their properties, and mathematics.		
PERIOD	<b>January 2017 — June 2017</b>	
FIELD OF STUDY	<b>Sanda</b>	
UNIVERSITY	<b>Beijing Sports University</b>	Beijing
Studied chinese kickboxing (Sanda) in Mandarin. The purpose of this was twofold, immerse myself in an environment where Mandarin was the spoken language, and pursue a passion of mine, martial arts.		
PERIOD	<b>September 2016 — December 2016</b>	
FIELD OF STUDY	<b>Mandarin</b>	
UNIVERSITY	<b>Beijing Language and Culture University</b>	Beijing
Studied an intensive language course in Mandarin. The purpose of this was to build upon the language skills I had acquired through ten years spent in Beijing throughout my childhood and adolescence. During these years I followed the International Baccalaureate program at the International School of Beijing.		

## AUXILIARY INFORMATION

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<b>Computer Languages and Frameworks</b>	Java, Python, C/C++, Elixir, Bash, Linux
<b>Languages</b>	<b>Swedish</b> (Native), <b>English</b> (Native), <b>Mandarin</b> (Fluent)
<b>Portfolio</b>	github = <b>jacobhm98</b> , LinkedIn = <b>Jacob Hedén Malm</b>
<b>Personal Interests</b>	Martial Arts, Powerlifting, Literature