Joel Oskarsson

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Education

- In progress: **Master programme in Computer Science and Engineering (Swedish Civilingenjörsprogram), Linköping University**, Linköping, 300 ECTS
  Aug 2015 – June 2020
  Bachelor courses in mathematics, programming and electrical engineering. Master focused on machine learning and AI.

    - Bachelor thesis: Real-time Multiplayer Game on IoT-backend

- **Exchange Year, ETH Zürich**, Zürich, Switzerland
  Sep 2018 – Aug 2019
  First year of my master as an exchange student at ETH. Courses mainly in machine learning and AI.

- **Technology Program, Lindeskolan**, Upper secondary school, Lindesberg
  Aug 2012 – June 2015
  Courses in web development and network technologies.

Previous Work

- **Teaching Assistant, Linköping University**, Linköping
  Multiple periods 2016-2019
  Held lessons, seminars and lab-sessions for courses in mathematics, computer science and machine learning. Developed my teaching skills and my ability to communicate scientific concepts.

- **Summer Intern, Ericsson**, Linköping
  Jun-Aug 2018
  Summer internship at Ericsson Research. Worked with GNSS positioning.

- **Store Clerk, Hemköp**, Lindesberg
  Summers 2011-2016
  Extra job. Worked under a lot of individual responsibility.

Specific Knowledge

- Solid knowledge of relevant models and algorithms for modern **machine learning and AI** applications. Including, but not limited to:

  - Deep learning models
  - Underlying statistical theory
  - Implementations using suitable libraries

- Programming Languages and Frameworks

  Knowledgeable in Python, SciPy, PyTorch and C++.

  Experience with Java, R, scikit-learn, Tensorflow, Android, and MATLAB.

- Speak both Swedish and English fluently and communicate well in both languages. Basic understanding of German.

- Accustomed to working in Linux environments.

- Swedish driver license

Other Experiences

- Experience with **competitive programming**. Competed in the IMPA competition at Linköping University with good results. I have also taken part in the Nordic Collegiate Programming Contest. This has given me good training in algorithm construction and testing.

- Developed multiple **hobby projects** such as smaller programs and video games. Some of these, as well as some university assignments, can be found on my GitHub.

- Plenty of experience **working in groups**. Good team player with experience and knowledge of different methodologies for software development.

- **Board member** (IT Manager) of student association FR Ryd 2017-2018. Worked with many different people and under a lot of responsibility.

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