



# 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 – 2020  
Bachelor courses in mathematics, software development and hardware. Master focused on artificial intelligence and machine learning.
  - 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 AI and machine learning.
- **Technology Program, Lindeskolan**, Upper secondary school, Lindesberg  
Aug 2012 – Jun 2015  
Courses in web development and network technologies.

## Previous Work

- **Summer Intern, Ericsson**, Linköping  
Jun-Aug 2018  
Summer internship at Ericsson Research. Worked with GNSS positioning.
- **Teaching Assistant, Linköping University**, Linköping  
Multiple periods 2016-2018  
In charge of lessons and seminars for courses in mathematics and computer science. Developed my teaching skills and my ability to communicate scientific concepts.
- **Store Clerk, Hemköp**, Lindesberg  
Summers 2011-2016  
Extra job. Worked under a lot of individual responsibility.

## Specific Knowledge

- Programming Languages and Frameworks

**Knowledgeable in** Python, C++, Java, and Web.

**Experience with** SciPy, scikit-learn, Tensorflow, PyTorch, React, Android, Unity, Travis CI, MATLAB, SQL, and C.

- Solid knowledge of relevant models and algorithms for modern machine learning and AI applications. Including, but not limited to:
  - Deep learning architectures
  - Underlying statistical theory
  - Implementations using suitable libraries
- 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

- 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.
- Experience with **competitive programming**. I have competed in the IMPA competition with good results and also taken part in the Nordic Collegiate Programming Contest. This has given me good training in algorithm construction and testing.
- 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. Working with many different people and under a lot of responsibility.
- Organized multiple **LAN-parties**, both as a member of a team and in a leading role. Part of the organizing team for D-LAN 2017 (around 200 visitors). Resulted in improved people skills and teamwork.

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