# jonathanbosson

software developer

#### about

1057 E Fuller Ave 84102 Salt Lake City Utah, USA

email://jonathanbosson site://jonathanbosson github://jonathanbosson

#### languages

bilingual swedish/english german & dutch notions

#### programming

C/C++ JavaScript OpenGL Python, Java HTML, PHP, SQL

#### interests

computer vision, visualization, real-time graphics, new forms of interacting with technology, data analysis, data mining, rendering techniques, visualization, space and environmental research

#### education

2015-now

	Majoring in Computer Science and Visualizai	on.
2012-2015	B.Sc. in Media Technology and Engineering	ng Linköping University, Norrköping
	a modelling application in VR using an Ocul	lus Rift with any 6 degrees-of-
	freedom tracking system allowing the user to	sculpt a digital object through
	real world methods.	
2009-2012	Technical Major	Carlsund Utbildningscenter, Motala

M.Sc. in Media Technology and Engineering Linköping University, Norrköping

Upper Secondary School

02-06 2017 SCI Institute, Salt Lake City

## **experience**

	Multi-Touch Interfaces for Public Exploration a Visualizations.	nd Navigation in Astronomical
2011-2017	Personal Assistant	Mika Assistans AB

Working part time as a personal assistant for a patient in a wheelchair.

Research Scholar.

## applications

2016	<b>Divergence-Free SPH Fluid Simulation Application</b> fluid simulation application like Jan Bender et al. publication Smoothed Particle Hydrodynamics.	Linköping University Divergence-Free
2016	Autodesk Maya Softbody Deformer Plugin simulates soft body deformations on a mesh using shape n	Linköping University natching.
2016	Interactive Equation Solver using a web camera and OCR with an MLP neural network solution of an equation of handwritten characters in real time	
2015	Monte-Carlo Raytracing Renderer recursively calculates the end pixels color by raytracing the	Linköping University scene

### awards

2015	Creative Technical Application DooVR - Interactive Modelling in VR	C AWARDS Contest
2015	Grå Kuben - Best Technical Project DooVR - Interactive Modelling in VR	MT-Kuberna Contest