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 **M.Sc.** in Media Technology and Engineering — Linköping University, Norrköping
Majoring in Computer Science and Visualizaion.

2012–2015 **B.Sc. in Media Technology and Engineering** — Linköping University, Norrköping
a modelling application in VR using an Oculus 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
Upper Secondary School

experience

02-06 2017 **SCI Institute, Salt Lake City** — Research Scholar.
Multi-Touch Interfaces for Public Exploration and Navigation in Astronomical Visualizations.

2011-2017 **Personal Assistant** — Mika Assistans AB
Working part time as a personal assistant for a patient in a wheelchair.

applications

2016 **Divergence-Free SPH Fluid Simulation Application** — Linköping University
fluid simulation application like Jan Bender et al. publication Divergence-Free Smoothed Particle Hydrodynamics.

2016 **Autodesk Maya Softbody Deformer Plugin** — Linköping University
simulates soft body deformations on a mesh using shape matching.

2016 **Interactive Equation Solver** — Linköping University
using a web camera and OCR with an MLP neural network computes the solution of an equation of handwritten characters in real time.

2015 **Monte-Carlo Raytracing Renderer** — Linköping University
recursively calculates the end pixels color by raytracing the scene

awards

2015 **Creative Technical Application** — C AWARDS Contest
DooVR - Interactive Modelling in VR

2015 **Grå Kuben - Best Technical Project** — MT-Kuberna Contest
DooVR - Interactive Modelling in VR