

Jostein Dyrseth

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Personal Statement

Computer Science with Honours (2:1) graduate able to offer high efficiency, great communication, planning and teamwork skills as well as excellent knowledge of object oriented programming, data structures and algorithms, web and data science.

My dissertation focused on using deep reinforcement learning to build, automate, train and optimise agents to play arcade games. Doing this I also applied good development strategies like test driven development, agile and sprint workflows, continuous integration and design patterns.

Having visited and lived in cultures of various nations, I am an energetic, hands-on and engaged individual who can adapt to any situation or workplace, with a can-do attitude. Hoping to boost my career, apply my skills and take on responsibilities.

Education

- Aug 2015 - Jun 2019: ● **Bachelor of Science with Second Class Honours (1st Division) in Computer Science**
Edinburgh Napier University, UK
- Aug 2014 - Apr 2015: ● **Physics & Higher Mathematics, evening studies**
AOF Haugaland, Norway
- Aug 2013 - Jun 2014: ● **3D Design & Animation**
Noroff University College, Norway
- Sep 2012 - May 2013: ● **Bethel Bible School**
California, USA
- Aug 2009 - Jun 2012: ● **High School**
Lundeneset VGS, Norway

Experience

- Jun 2018 - Aug 2018: ● **Internship: Internet of Things Content Management System Web Platform**
Edinburgh Napier University, Scotland
 - Developed an Internet of Things web user platform
 - Familiarised myself with the Django CMS Web Framework
 - Users, Admins and Site Administration
 - Learned to build, configure and migrate data with PostgreSQL Backend
 - Configured and containerised the web app using NGINX and Docker
- May 2017 - Aug 2017: ● **Painter Assistant, summer job**
Per Johannessen AS, Bergen, Norway

- Sep 2014 - Aug 2015: ● **Sales Representative and Customer Service Assistant, full/part time**
Jula Retail Store, Haugesund, Norway
- Jul 2009 - Aug 2012: ● **Warehouse Assistant And Cashier, part time**
Kiwi Retail Store, Vindafjord, Norway

Achievements

- Sep 2017: ● **1st Place, Hackathon: Heatmap of Traffic Accidents in Scotland with Parameter Search**
Edinburgh Napier University, Scotland
- Worked together in a team to organise, brainstorm and develop a web app with a map of traffic accidents
 - Parameter search
 - Filtering
- May 2014: ● **Award: Best 3D Design & Modelling**
Noroff University College, Kristiansand, Norway
- Blender & Maya software used to animate, model, texture, light and render character

Soft Skills

- Positive team player and colleague
- Self-motivated
- Meets deadlines
- Confident with presentations and public speaking
- Adaptable to different environments and workplaces

Hard Skills

- Python, C#, Go
- TensorFlow, NumPy, Pandas, Matplotlib
- C/C++
- Java
- Relational & Object-Relational Databases (PL/SQL, PostgreSQL, MySQL & NoSQL)
- Test driven development, continuous integration and agile workflow
- Unix & GIT Version Control
- AWS & Docker
- Django, Flask
- HTML5 & CSS, JavaScript, Jinja2, Jekyll
- 3D Modelling, Rendering and Animation: Blender, Maya, 3Ds Max, Cinema 4D, ZBrush, Photoshop, Illustrator
- 3D Game Design: Unity
- LaTeX, Spreadsheet

References

Mr Brian Davidson,
0131 455 2373

Internship: Internet of Things Content Management System Web Platform
Edinburgh Napier University, Scotland