Linus Berg

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EDUCATION

- **KTH Royal Institute of Technology**
  Bachelor of Engineering in Computer Engineering

  Stockholm, Sweden
  August 2017 – Est. 2020

- **Oscarsgymnasiet**
  Commerce & Administration

  Oskarshamn, Sweden
  August 2013 – July 2016

EXPERIENCE

- **IBM**
  Innovation Consultant

  Kista, Sweden
  December 2018 - Today

  - **Consulting, Proof of Concepts, and Prototypes**: Primary focus on development in small teams for rapid prototyping and proof of concepts within a broad range of skills such as software development, custom hardware solutions, server administration and cloud deployments, and general engineering principles.

- **KTH - Royal Institute of Technology**
  Teaching Assistant

  Kista, Sweden
  March 2019 - June 2019, March 2020 - June 2020

  - **Lecturing and Technical Implementation Assistant**: Lectured and acted as teaching assistant to a project process (scrum, waterfall, etc...) methodology course, I lectured in cloud technology and also assisted groups of students on the technical implementation of their application.

- **Scania**
  Research & Development Engineer

  Södertälje, Sweden
  June 2018 - September 2018

  - **MEDIC**: MEDIC is a time management system for research projects which as a team of four, we built from the ground up during the July-September period of 2018, it is currently in use by several R&D departments at Scania.

- **Team uStation**
  Software Engineer

  Älta, Sweden
  March 2018 - June 2018

  - **Rock Visualisation System (RVS)**: RVS is a geological CAD system developed for SKB (Swedish Nuclear Fuel and Waste Management Company), being a small team of three people my time was spent between several different and varying tasks, such as UI/UX, algorithms/optimisation, databases, and 3D visualisation. During the project I entered during a transitional period where C99 and a new C++ standard was being adapted, I worked mainly with the new C++ standard.

- **Scania**
  Assembly Line Worker

  Oskarshamn, Sweden
  June 2017 - August 2017

  - **Instrument panel assembly**: I learned to work in a extremely team oriented environment and learned the in- and outs of a production line at a industry leading company.

- **Euronics**
  Retail Sales Assistant & Network Technician

  Oskarshamn, Sweden
  August 2013 - July 2015

  - **Tech Support**: I worked extensively in the store with the computer section, diagnosing, and repairing broken computers, TVs and general electric appliances.
  - **Network Technician**: Setting up small-scale networks upon customer requests, such as wifi-area services for apartment complexes, however, this role was limited to consumer technology.

Projects

Glaze

An interactive overlay for Twitch streaming, it integrates Spotify, via the API, Node.JS, and Websockets, to display the currently playing song to the user, and also allow the user to do notification and timers via a GUI.

Armour

Github

Personal project trying to re-imagine the old Interactive Fiction inspired by games such as Zork, and Hitchhikers Guide To The Galaxy, however, with an online aspect, with a back-end server for clients to communicate with and the client being ran on a web browser instead of a local program.

Flight

Github

As a team of two, we were given a microcontroller and three weeks to come up with an idea and building it. The result was Flight, a microcontroller which accepts normal line level input and uses bandpass filters to determine the loudness of frequencies represented as DC current. This was then combined with LED lights and a visual equaliser to produce a light show by analysing music.

The microcontroller also directly controls Spotify via the API, and the LED light colours are set by a control panel on the connected computer.

Mail Robot - KTH

A robot which was to deliver mail to several locations, the project consisted of four members, we were also tasked with applying a project management framework to our project (SCRUM, Extreme programming, etc). The group succeeded with the task and successfully implemented a project management framework.

Gaming Community - Arma

I assisted in the startup of a community which was focused around the game Arma, as the co-owner I was in charge of the development of the server and modifications, after a short time our community had a leading role in development of the gamemode we focused on, eventually garnering roughly 18,000 members to our community. After we decided to close our doors, I retained similar positions at other communities, assisting with server development and management.

Programming Skills

Skills that I feel highly capable in are underlined.

- **Concepts**: DevOps, CI/CD, Artificial Intelligence, Cloud Technology

- **Languages**: HTML, CSS, Javascript, Python, C++, C, SQL, Java, PHP, VBA, MIPS Assembly

- **Technologies**: Redhat/CentOS, OpenShift/OKD, GNU Linux, D3.js, Node.js, Git, Microcontrollers, Docker, IBM Cloud, ELK Stack, Kafka, Ansible, Tensorflow, Kubernetes

References

- Anders Westberg, Country Technical Leader, IBM Sweden,
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- Magnus Lagerkvist, Chief Operating Officer, IBM Sweden,
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