



# Ludvig Sundström

June 23, 1991, Stockholm

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## PROFILE

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*I am a creative and motivated software engineer with a passion for computing, simple software systems and functional programming.*

I quickly found that computer science suited me very well. I enjoy the systematic approach of programming and I love problem solving. Advancements in computer science typically have direct implications in 'real life', which is something that appeals to me.

I pursued a master's degree to explore some subjects in depth; what does com-

putation *really* mean and what is possible to compute? I believe that my studies has helped me adapted a general, versatile way of problem solving.

To keep up to date with quickly evolving technology, I've frequently practiced modern programming languages and new web technologies. By familiarizing myself with a wide range of tools, I feel well prepared doing what I love: building simple, flexible software systems, by solving real problems. Being able to do this is what excites me, and what makes me wake up inspired every morning.

### Qualities:

- Broad range of interests and knowledge, both in academic and practical areas
- Patient and thinking through my decisions
- Pragmatic and constantly seeking to improve

### Specialties:

- Functional and elegant program design
- Efficient algorithms
- Computational theory and complexity analysis

## EDUCATION

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### MSc. Computer Science

University of Bonn

2016-Now

I've specialized in Algorithm Design and Functional Programming. As secondary subjects, I studied Data Mining and Machine Learning. I'm currently writing my thesis with the preliminary title *An Empirical Comparison of Suffix Tree Algorithms*.

Expected graduation date: May 2018.

**BSc. Computer Science**  
*Uppsala University*

2013-2016

My first years of studies had a good mixture of practical and theoretical subjects such as Basic Algorithm and Software Design, Computer Architecture, Parallel and Concurrent Programming and Artificial Intelligence. Thesis: *A Force Directed Placement Method Including Angular Resolution and Bond Overlap*

*References from both universities can be given upon request*

## EXPERIENCE

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### Developer Internship

2017

*Doctronic GmbH, Bonn, three months*

I joined a team developing web applications using CLOJURE(SCRIPT). I was shown how agile software development can be done efficiently using the most up to date technologies and practices.

### Developer and Administrator

2017-2018

*IT-department Bonn University, Bonn, one year*

I took a part time job administrating and maintaining the Windows and Linux client/server systems at the university. This included the development of network services and user interfaces. I used mainly the PYTHON programming language and the FLASK tool chain.

### Developer Internship

2015

*Molsoft L.L.C, San Diego, four months*

This was a summer project was aimed at developing computational techniques for visualizing 'Big Data'. It was crucial that I developed best mathematical model and learned how to optimize performance of the implementation. For the engine I used the programming language C, and a front end in JAVASCRIPT was also developed.

### Tutor

2012-2015

*Uppsala University, Uppsala, about two years*

During my studies at Uppsala, I was a regular assistant in problem solving for the introductory and intermediate programming courses at the university. We used the JAVA programming language.

*References for all positions can be given upon request*

## VOLUNTARY WORK

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### Volunteer

2017

*Code Mesh Conference, London, 2 days*

I assisted with the on-site organization of the conference and helped participants.

### Teaching assistant

2014-2015

*Kodcentrum, Uppsala, 1 year*

I was a regular voluntary teacher in a children's coding school, We used the visual programming language SCRATCH.

## SOFTWARE ENGINEERING

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<i>Preferred development stack</i>	Linux, Vim, Purescript, Haskell, PostgreSQL, QuickCheck
<i>Professional experience</i>	Clojure, Clojurescript, Python, Java, C Javascript, Bash, Flask, MySQL, LDAP XML, XSLT, SAX

## SPOKEN LANGUAGES

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<i>Swedish</i>	Mother tongue
<i>English</i>	Excellent command
<i>German</i>	Good command
<i>Italian</i>	Basic conversational skills