

# CURRICULUM VITAE

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## **Lukas Gillsjö**

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## PROFILE

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I'm an engineer, with a foundation in algorithms and additional studies in computer graphics and GPU programming who wants to delve further into the video game industry. Video games is a favorite hobby of mine, a journey which has mainly consisted of CS 1.6 and competitive TF2. At the moment I enjoy playing DOTA 2, Rocket League and coop games with my friends. One of my biggest strengths is my curious personality, which motivates me to dig deep into problems in order to fully understand and learn from them. Everything from the architectural level to the small details interests me. I greatly enjoy mentoring and teaching others and have successfully led both thesis students and teams of interns.

## Work Experience

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### **2014 – Developer | Sectra AB | Linköping**

I work as a developer in the imaging and visualization team for medical imaging. We develop visualization tools for radiologists and universities. We are also responsible for profiling and optimizing the performance and stability of the imaging workflow. Our area of responsibility includes traditional 2D rendering and volume rendering. Major projects included developing the NM Fusion tool, which produces renderings of two separate volumes and fuses the images according to user input. Currently I am working on improving our 3D rendering engine. One of my biggest accomplishments was profiling, optimizing and multithreading the image preloader. Mentorship has also been one of my tasks, such as leading teams of summer interns as well as thesis students and new employees.

### **2013 Developer | Saab Dynamics AB | Linköping**

A summer job where I multithreaded and implemented a ray tracer for underwater acoustic simulation in CUDA. I learned a lot about GPGPU programming and designing for SIMD architecture, which I used later on in my thesis.

### **2012 Developer | Scania IT | Södertälje**

A summer job where the task was to develop a homepage with Responsive Design for mobile touch devices. This included talking with many users and organizing multiple test sessions to keep the project on the right track.

## **2012                    Programming assistant | Linköping University | Linköping**

I got hired to help students with programming problems in C++, Java and Python among others during programming evening events.

## Education

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### **2008 – 2015                    Master in Computer Science | Linköping University**

My degree is MSc in Computer Science with a specialization in Programming and Algorithms. I took additional courses in Computer Graphics as well as GPU-programming and graduated with an average grade of 4.5. I also got into competitive programming and was selected to travel with a team to NWERC in Bremen to compete for Linköping University.

My master thesis was done at Syntronic AB and had the title “Using OpenCL to Implement Median Filtering and RSA Algorithms: Two GPGPU Application Case Studies”. My work included researching, implementing and optimizing Median Filtering and RSA algorithms on the GPU.

### **2004 – 2007                    IT-Gymnasiet | Skövde**

IT focused high-school degree with focus on programming- and network studies. I was awarded with a scholarship for the best performance over 3 years.

## Language skills

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<b>Swedish</b>	Native language
<b>English</b>	Fluent

## Programming languages

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### **Good knowledge in**

C#, C++, Java

### **Basic knowledge in**

Python, SQL, JavaScript, GLSL

## Miscellaneous

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Experience in CUDA, OpenCL and OpenGL

Experience in Microsoft Visual Studio in a business environment

Experience in SVN, TFS, Mercurial and Git

Selected for Scania Student Intro

Driver's license

**Grades are attached. References are available upon request.**