LUKAS PETERSSON
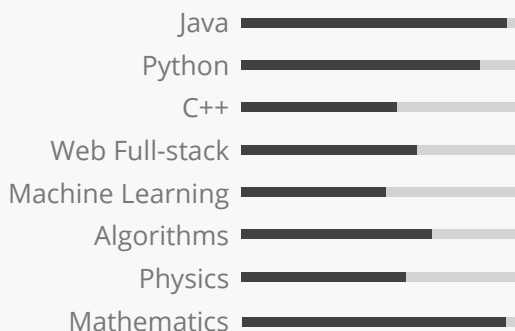
ENGINEERING STUDENT AND HOBBYIST

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OBJECTIVE

SKILLS

Java

Python

C++

Web Full-stack

Machine Learning

Algorithms

Physics

Mathematics

EDUCATION

M.SC. ENGINEERING PHYSICS
Lund University | Aug 2019 – May 2024
- GPA 4.0 / 4
- Highest ranked university in Sweden
- Math: PDEs, Complex analysis, Linear Algebra
- Physics: Quantum, Waves, Materials, Mechanics
- CS: Algorithms, C++, Java, MATLAB
- Engineering: Electronics, Control theory

PROJECTS & COMPETITIONS

PROGRAMMING COMPETITION
NCPC | 2020
- Finished top 5 of all Swedish teams the Nordic ICPC qualifiers
- This was achieved with a 2-man team even though the team size should be 3!

MACHINE LEARNING PROJECT
CommaAI speed challenge | 2021
- Predicting the speed of a car with CNNs and optical flow calculations, using TensorFlow
- Achieved a MSE score of 3, and was offered a position

ANDROID DEVELOPMENT
BookLog, Falling Kitten and more | 2018 - Present
- Published 3 apps on Play Store
- Developed and pitched a business solution for senior executives at Axfood. Was offered a position
- Made me fall in love with programming

PROFESSIONAL EXPERIENCE

FLIGHT SOFTWARE SYSTEMS INTERN
European Space Agency| May 2021 – Sep 2021
- Implementing a syntax/sematic validator for a low-level language using modeling tools and Java
- Significant improvement on existing technology
- Paper publication and presentation for a conference

IT CONSULTANT
Lunicore | Nov 2019 – Jan 2021
- Helped small businesses digitalize by building full-stack websites and tools.
- Agile approach in dialogue with the customer

SOFTWARE DEVELOPER INTERN
Ericsson | Jan 2019 – May 2019
- Improved internal communication by creating a real-time file sharing web application with ReactJS
- Built an improved Android phone app with Kotlin
- Insight into how huge global companies operates

JUNIOR ROBOTICS SOFTWARE DEVELOPER
Digital Edge | Nov 2018 – Jul 2019
- Developed a big part of the robotic software which would become the start-up's specialization
- Enhanced robot-human interactions by building user friendly interfaces and implementing facial recognition and speech-to-text libraries
- Outside the box thinking when implementing an Android solution for the robot's microphone.

VOLUNTEER & INVOLVEMENT

SELF-DRIVING ENGINEER
Lund Formula Student | Aug 2021 – Present
- Using ML and Control theory to make Sweden's best Formula Student car self-driven
- Building a map of the track with CNNs and SLAM. Using PD-controllers for control

FLY A ROCKET! PARTICIPANT
European Space Agency | Nov 2020 – Oct 2021
- Selected as one out of 24 students from Europe
- Hands-on rocket science course

SHAOLIN KUNG FU STUDENT
YunTai Martial Arts School| Jul 2019 – Aug 2019
- Pain builds character
- Alone in China on brutal training camp for 6 weeks

HOBBIES

Running | Philosophy | Friends | Math | Programming | Football | Pink Floyd