

# Lukas NEE

## PERSONAL DATA

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PLACE AND DATE OF BIRTH: Stockholm, Sweden | 03 October 1997  
ADDRESS: Björnkärrsgatan 15C, 583 36, Linköping, Sverige  
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## WORK EXPERIENCE

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Current AUGUST 2019	Part Time Junior Lab assistant at LINKÖPINGS UNIVERSITY, Linköping <i>Course: Perspectives in Computer and Software Technology</i> Junior assistant for 8 project groups of 3, helping them with python code and project related matters.
JUN-JUL 2018	Employee at FEMTIOFEMPLUS, Stockholm Household services at client's houses.
MARS-AUG 2017	Consultant at THALAMUS, <i>Assembler at FLIR Systems Täby</i> Worked with one coworker in the warehouse to FLIR Systems then biggest assembly line in Europe. Responsibilities by selection include maintaining the assembly line with parts, ordering parts to maintain them in stock, book-keeping certain parts in the warehouse software (SAP), and keeping the warehouse tidy.

## EDUCATION

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AUGUST 2017-2022	Master of Science in COMPUTER SCIENCE AND SOFTWARE ENGINEERING <b>Linköping University</b> , Linköping <b>Bachelor(ongoing, ETA June-2020): "Digital twin".</b> Part of a student team which helps IMT, LIU develop the visualization of a digital twin. The digital twin describes bodily functions such as heart, brain, liver, fat cells, using interconnected mathematical models. <a href="#">  Detailed List of Courses</a>
AUGUST 2013-2016	TECHNOLOGY 3 Years <b>Åva Gymnasium</b> , Stockholm GRADE: 18.49

## NOTEWORTHY PROJECTS

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SUMMER 2019 LEISURE	Simple media HTTP webserver written in Go using REST naming convention, with a sqlite3 database which is set up with Python and queried from Go. Frontend is regular JavaScript. <a href="#">  Git</a>
OCT-DEC 2019 SCHOOL	Built a StarCraft 2 bot powered by artificial intelligence together with 4 other students. The project was written in Python. My responsibility was to make the bot take sound strategic decisions. This was achieved using Supervised-learning, Bayesian Networks, and data gathered from StarCraft 2 replays.

## LANGUAGES

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SWEDISH: Mothertongue  
ENGLISH: Fluent  
GERMAN: Basic Knowledge

## COMPUTER SKILLS

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Basic Knowledge: C/C++, SQLITE, JavaScript, LINUX, Java, Go, Matlab,  $\LaTeX$   
Intermediate Knowledge: Python

## OTHER SKILLS

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B driving licens: 2016-02-17

## INTERESTS

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Technology, Open-Source, Programming  
Formula 1, Space, Travelling

## ACTIVITIES

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Worker at Linköping student union café **Baljan**: 2019-2020  
Class representative: 2018-2019

# Master of Science in COMPUTER SCIENCE AND SOFTWARE ENGINEERING

## Grades

COURSE	GRADE	CREDITS
Discrete Mathematics	3	6
Professionalism for Engineers, part 1	5	1
Functional and Imperative Programming	4	11
Perspectives to Computer and Software Technology		6
Object Oriented Programming and Java		3
Project: Mobile and Social Applications	4	11
Professionalism for Engineers, part 4	5	1
Computer Hardware and Architecture Y	4	6
Formal Languages and Automata Theory	3	6
Linear Algebra	3	8
Software Engineering Theory	3	4
Professionalism for Engineers, part 3	5	1
Data Structures, Algorithms and Programming Paradigms	3	11
Introductory Course in Calculus	5	6
Calculus in One Variable 1	3	6
Concurrent Programming and Operating Systems	3	6
Large-Scale Distributed Systems and Networks	4	8
Probability and Statistics	3	6
Artificial Intelligence	4	6
Artificial Intelligence - Project		6
Total		119