Lukas Nee

Personal Data

Place and Date of Birth:	Stockholm, Sweden | 03 October 1997
Address:	Björnkärrsgatan 15C, 583 36, Linköping, Sverige
Phone:	+46 72 3305845
email:	lukas@nees.se

Work Experience

Current
Augusti 2019 | **Part Time Junior Lab assistant at Linköpings University, Linköping**
Course: Perspectives in Computer and Software Technology
Junior assitant for 8 project groups of 3, helping them with python code and project related matters.

Jun-Jul 2018 | **Staff member at FemtioFemPlus, Stockholm**
Household services at client's houses.

Mars-Aug 2017 | **Consultant at Thalamus,** *Assembler at FLIR Systems Täby*
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

August 2017-2022 | **Master of Science in Computer Science and Software Engineering**
Linköping University, Linköping
Bachelor(ongoing, ETA June-2020): "Digital twin".
Part of a student team which helps IMT, LIU develope the visualization of a digital twin. The digital twin describes bodily functions such as heart, brain, liver, fat cells, using inteconnected mathematical models. | Detailed List of Courses

August 2013-2016 | **Technology 3 Years**
Åva Gymnasium, Stockholm
Grade: 18.49

Noteworthy Projects

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.

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

Swedish: Mothertongue
English: Fluent
German: Basic Knowledge

Computer Skills

Basic Knowledge: C/C++, sqlite, JavaScript, Linux, ubuntu, Java, Go, LaTeX
Intermediate Knowledge: Python

Interests and Activities

Technology, Open-Source, Programming
Travelling

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