

# Måns Josefsson

Computer Science Student at Chalmers University of Technology

 Måns Josefsson  mans.josefsson99@gmail.com  070 - 64 482 86

## Traits, Main Interests

**Social** **Proactive** **Hard working** **Fast learner** **Team player** **Organized**

**Finite automata** **Natural and programming languages** **Algorithms** **Security**

## Experience

**SOFTWARE DEVELOPMENT AT CENTIRO** | Software Developer  
June 2022 – August 2022 | Borås

- Worked full-time in a team to develop and maintain a software solution for a customer. The team used agile development practices.
- Result: Applied knowledge about databases, object oriented programming and algorithms. Learned more about testing, C# and continuous development.

**CHALMERS CENTRAL RECEPTION COMMITTEE** | Vice President  
January 2020 – January 2021 | Gothenburg

- The committee plans for and helps 16 student divisions with the reception.
- Responsibilities: Economy, sponsorship and booking of premises.
- Result: A successful reception. Planned and organised 40 lunch lectures myself.

**IT STUDENT DIVISION RECEPTION COMMITTEE** | President  
January 2019 – January 2020 | Gothenburg

- The committee organizes daily events during the month-long reception.
- Responsibilities: Ultimate responsibility for the IT reception. Planning, leading and following up our team's work. Communicating with external entities.
- Result: A successful reception with 37+ activities for the newly admitted students.

## Programming Projects

**AUTOMATION OF BEEKEEPING** | Bachelor thesis at Ericsson Garage  
January 2022 - June 2022

- Automated several parts of the beekeeping process with sensors and AI.
- Result: Neural networks and AI-models for detecting parasites, swarming and the presence of a queen bee. Results from real beehives are presented in a webapplication. The team worked closely with Ericsson's innovation department.

**RECEPTION BOOKING SYSTEM** | Agile software Project, React framework  
March 2021 - June 2021

- Created for and used by 100+ event organizers which book premises on campus.
- Result: Deployed homepage written in React with servers handled in node.js. Supports 16+ simultaneous users. Functionality includes user authorization, password recovery, an interactive map with bookable premises and a schedule.

**JAVA RISK BOARD GAME** | Object Oriented Programming Project in Java  
August 2020 - November 2020

- Created by a team of six for a course in object oriented programming.
- Result: Multiplayer game with GUI for up to 16 concurrent players. Server made with Java ServerSockets and GUI with Java FX.



## Skills

### LANGUAGES USED

Java • Javascript • HTML  
CSS • JSON • Haskell  
Python • C# • (Some C)

### FAVORITE CONCEPTS FROM STUDIES

Agile Project Management  
Data Structures • Algorithms  
Databases • Finite Automata  
React development • Logic

## Soft Skills

### NATURAL LANGUAGES

**Swedish** (Native)  
**English** (Certified CEFR C2)  
**German** (Conversational)

### COURSES

Leadership • Group dynamics  
Basic finances • Fire Training  
Communication

### OTHER

Driving license type B