

## Martin Ertsås

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Software Developer

## SUMMARY

### Technology

Developer of large, multithreaded systems for collaboration. Mainly working in C++ with embedded Linux systems. Coded multiple lower level components to support various architectural changes and making the code more modular.

### Collaboration

Experienced in initiatives to share code across several time zones, and across different work cultures.

### Processes

Passionate about contributor happiness. Both created and changed systems and pipelines to make developers face less obstacles while doing their job.

### Learning

Continuously striving to learn and understand new technologies, and develop both hard and soft skills.

## TECHNOLOGIES

- C++ Programming language (4.5)
- Git (4.0)
- Bash language (3.5)
- Python asyncio and aiohttp library (3.0)
- L<sup>A</sup>T<sub>E</sub>X(2.5)
- Python programming language (4.0)
- Linux operating system (3.5)
- Linux userspace development (3.0)
- OpenEmbedded/Yocto Project (2.5)

## EMPLOYMENT

**Software Developer**, Embedded Android development, Cisco, *2017 - present*

**Software Developer**, Embedded C++ development, Cisco, *2012 - 2017*

**Software Developer**, Windows and OS X development, Cisco, *2011 - 2012*

**Teaching assistant**, Informatics teaching assistant, University of Oslo, *2008 - 2011*

**Exam grader**, Grader in Numerical calculations, University of Oslo, *2010*

## EDUCATION

**The University of Oslo**, *Oslo, Norway* (2009 - 2011)

Master of Science program, Department of Informatics (specialties in physics simulations on GPUs)

**The University of Oslo**, *Oslo, Norway* (2006 - 2009)

Master of Science program of Department of Mathematics (specialties in informatics)

## SERVICE

**Contributor**, Kodeklubben.no Arduino assignments, (2015 - present)

**Teacher**, Lær Kidsa Koding, *Oslo*, (2015)