

Mikael Dubik

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Education

- **Uppsala University** Uppsala, Sweden
M.Sc., Computer Science Aug. 2015 -
- **University of Iceland** Reykjavík, Iceland
B.Sc., Computer Science Aug. 2010 - Feb. 2014
- **Kvennaskólinn í Reykjavík** Reykjavík, Iceland
Matriculation 2006-2010

Work Experience

- **Dohop, Flight search engine** Reykjavík, Iceland
Chief mobile developer and server engineer May 2013 - August 2015
 - Implementation and deployment of Dohop for Android. Team leader.
 - Maintenance of back end services and servers.
 - Website crawling and writing web spiders.
- **University of Iceland** Reykjavík, Iceland
Research and development May 2012 - Aug. 2013
 - Part of a group working on virtual environment for crisis management training to complement live exercise training.
 - Implemented voice recognition to control non-player characters in the virtual environment

Projects

- **Uppsala University** Uppsala, Sweden
Multiplex network analysis, MSc Thesis Jan. 2017 -
 - A comparative evaluation of state-of-the-art clustering algorithms for multiplex networks
 - Community detection in networks spanning multiple layers
- **BEST Uppsala** Uppsala, Sweden
Non-profit student organization Sep. 2015 -
 - Organized and managed a local Engineering competition
 - President of BEST Uppsala
- **University of Iceland** Reykjavík, Iceland
Augmented reality with Python and OpenCV, BSc Project Aug. 2013 - Feb. 2014
 - Designed and implemented a single player video game where only form of input was through computer vision
 - Trained a haar classifier to recognize special objects

Skills

Languages: English, Icelandic, Polish, Swedish (beginner),

Programming Languages: Python, C, C++, Java, L^AT_EX, MATLAB

Applications: Eclipse, Visual Studio, Unity3D, MySQL, postgresql, sqlite

Software Libraries: OpenCV, OpenGL, Android

Miscellaneous: Good verbal and written communication skills and excellent teamwork skills. Excellent troubleshooting and problem solving skills. Good debugging skills.

Interests

Academic: Computer vision, computer graphics, neural networks

Sports: Olympic weightlifting and cycling

Computers: Enjoy learning and using Linux systems, programming Python and C++ projects.

Other: Reading novels and new technologies, travelling.