

Oskar Therén

Curriculum Vitae

Education

- 2012– **Master of Science in Computer Science and Engineering**, *LiU*, Linköping.
2008–2011 **Naturvetenskapligt program**, *Finnvedens Gymnasium*, Värnamo.

Master thesis

- title *Optimization of graphical performance in HTML5 based web game.*
description I will start working on my thesis in january 2017.

Experience

Voluntary work

- 2016 **Kalas Committee**, *Kalasmottagningen, Linköping University*, Linköping, kalas.liu.se.
Primary responsibility was the web page, emails and radio before, during and after an association and business fair with 8000 visiting students.
- 2015 August – **President of the nominating committee**, *The Union of Technology and Science Students at Linköping University*, Linköping.
2016 July Led the nominating committee for a year, interviewed and nominated several new employees to the union trough out the year.
- 2015 April – **Webmaster, bartender and chef**, *Villevalla Pub*, Linköping, www.villevallapub.se.
Developing and maintaining the website and being responsible for email for a student driven pub. As well as working in the kitchen and the bar ~2 shifts per month
- 2013–2015 **Various engagements**, Linköping.
Various engagements trough Datateknologsektionen at Linköping University.

Work experience

- 2013 summer **Warehouse work**, *Bufab Bult Finnveden AB*, Värnamo.
- 2011 June– **Various employments**, Värnamo.
December Employments at Vaggeryds Chark AB, SCA Packaging Sweden AB Division Cellplast and various staffing companies.

Languages

- Swedish **Native language.**
English **Fluent (speaking, reading, writing).**

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📄 <https://github.com/oskartheren>

Programming skills

- Javascript Experience with frameworks: AngularJS, NodeJS, ExpressJS.
- CSS Written CSS for several projects and have experience of bootstrap.
- HTML5 Used HTML in several projects both with and without abstraction frameworks such as haml.
- Database Experience with PostgreSQL, MySQL and MongoDB.
- Ruby on Rails Worked on www.villevallapub.se for over a year. It is written with Ruby on Rails.
- Python Both as back end with the framework flask and have passed a course at LiU.
- Java Created a one on one game connected via internet.
- C Experience from projects both in OpenGL and in CPU-programming.
- C++ Passed a course in Advanced Programming in C++.
- C# Created two games in Unity3D with scripts written in C#.
- Prolog Passed a course in Logic Programming.

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