Oskar Therén

Curriculum Vitae

Education

2012–2017 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

Work

2017 – **Senior Software Engineer**, *Cambio Healthcare Systems*, Linköping, www.cambio.se.

Primarely working in the department for integrations. Enabling different types of connectivity between Cambios main system COSMIC and external systems. Other engagements include being a Scrum Master, DevOps Champion, responsible for trainee program and reverse mentoring program.

Voluntary work

- 2015 2017 **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
 - 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 – 2016 **President of the nominating committee**, *The Union of Technology and Science Students at Linköping University*, Linköping.

Led the nominating committee for a year, interviewed and nominated several new employees to the union trough out the year.

2013–2015 Various engagements, Linköping.

Various engagements trough Datateknologsektionen at Linköping University.

Languages

Swedish Native language.

English Fluent (speaking, reading, writing).

Programming skills

Work

- Java 7 years of experience. Libraries used include Hibernate, Spring, Springboot and Lucene. Application servers are Tomcat and JBoss.
- Angular 4 years of experience. Including NGRX, RxJS, TypeScript. SCSS, HTML.
 - API REST (with and without Swagger), SOAP, HL7, FIHR.
 - SQL 7 years of experience.

University

- Ruby on Rails Worked on www.villevallapub.se for over a year. It is written with Ruby on Rails.
 - 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.
 - 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.