

Chloe Joyce Wabingga Raneses

✉ chloewabran@gmail.com  github/ozszt  linkedin.com/chloejwabran ☎ +46 70 400 13 76

Profile

Master's student in Computer Science with a strong interest in how systems and processes work in practice. I enjoy identifying problems and following them through until they are solved. Comfortable working independently, learning new tools quickly, and communicating clearly with others.

Education

Master of Science in Engineering, Computer Science - specialization in Cyber-security <i>KTH Royal Institute of Technology</i>	<i>Aug 2022 - ongoing</i>
Technical Preparatory Year <i>KTH Flemingsberg</i>	<i>Aug 2021 - June 2022</i>
Game graphics <i>LBS Gymnasium Stockholm Södra</i>	<i>Aug 2018 – June 2021</i>

Extra-curriculars

BuckeyeCTF 2025

- Collaborated in a team environment, coordinating approaches and sharing insights to solve challenges under time pressure.
- Worked systematically under time pressure to identify issues, test solutions, and verify results before moving on.
- Developed skills in evaluating results and verifying correctness under constraints.

Crate-CTF 2025

- Worked across multiple challenge categories, adapting quickly and contributing wherever the team needed support.
- Used structured problem-solving to break down complex tasks and identify the most effective approach.
- Supported team coordination, sharing discoveries and helping distribute tasks efficiently during the competition.

Projects

Study Timer App with Gamification

- Designed and maintained a desktop application independently, focusing on reliability, clear structure, and iterative improvement.
- Identified issues through testing, adjusted functionality, and documented decisions to improve usability over time.

Terrain Generation Algorithm

- Explored procedural generation techniques and translated them into clear, structured implementations.
- Created a process blog and technical documentation to clearly explain decisions, issues, and solutions, reducing the need to re-investigate the same problems later.

Object Tracking Algorithm

- Analyzed an existing algorithm and identified opportunities for improvement in efficiency and structure.
- Communicated findings clearly through written reports and presentations.
- Collaborated with supervisor and group mate, incorporating feedback and adjusting the project direction when needed.

PONG game

- Worked closely in a small team to coordinate development tasks and debug hardware–software interactions.
- Adapted quickly to new tools and components, ensuring smooth integration across the system.
- Contributed to problem-solving discussions, helping the team resolve issues under time constraints.

Sims 4 Custom Content Project

- Collaborated on a user-facing project with a large non-technical user base. Created clear documentation, structured files for consistency, and handled feedback to improve installation and usage experience.

Experience

Summer Job within Health and Social Care

July 2019

Stockholms stad

- Developed clear communication skills and responsibility by coordinating activities, following routines, and ensuring tasks were completed reliably in a team-based environment.

Skills & Relevant Courses

Core Skills: Communication and documentation, structured problem-solving, numerical evaluation, analytical thinking, attention to detail, and the ability to learn new tools quickly and independently.

Tools & Programs: Microsoft Office (Excel, PowerPoint, Word), Notion, WordPress, Adobe Photoshop, Clip Studio Paint, VirtualBox, Burp Suite.

Technical Skills: C, Java, Python, JavaScript, Electron.js, HTML, CSS, SQL, BASH, Linux environments.

Relevant Courses: Operating Systems, Data Structures, Algorithms & Complexity, Cryptography, Network Security, Penetration Testing, Frameworks & Compliance Standards.

Languages: Swedish (Fluent), English (Fluent)

Personal

Citizenship: Swedish

Location: Stadshagen, Stockholm

Interests: Games, Books, Series, Drawing