

Sebastian Piwell

Curriculum Vitae

Eknäsgatan 5
Norrköping 603 54
☎ +4673 241 21 84
✉ sebastian@piwell.se
🌐 www.linkedin.com/in/piwell



Education

Programs

- 2011–2016 **Master of Science, Media Technology and Engineering**, *Linköping university*.
An education based on math and programming skills with a focus on data visualization.
- 2014–2015 **Computer Science**, *Stanford university*.
One year exchange student focusing on courses in Computer Science.
- 2009–2010 **Bachelor's in Physics**, *Stockholm university*.
One year on a three year program. Focus on math and physics.

Courses

- 2011 **Creativity and creative problem solving**, *Södertörn university*, 7.5 hp.
- 2011 **Litterature and pop culture**, *Stockholm university*, 7.5 hp.
- 2010 **Rhetoric A**, *Södertörn university*, 15 hp.
- 2010 **Web design and usability**, *Blekinge institute of technology*, Distans, 7.5 hp.

Experience

- 2013 **Math Mentor**, *Linköping university*.
I held complementary session to math lectures in linear algebra for the first year students at the university.
- 2010–2011 **Private Tutor**, *My academy*.
I helped high school students with their homework in math, physics and English.
- 2009–2012 **Clerk**, *KappAhl*.
Temporary clerk for stores in the Stockholm area.

Projects

- 2014 **Tetris playing AI**, Course: Artificial Intelligence.
An AI that plays the classic game Tetris.
- 2014 **Ladybug: Game on mobile cluster**, Bachelor project.
A multi-player game over multiple screens to Android phones. A Java server connected the mobile phones that together make up a playing field based on real-world coordinates. Came second at LiU game awards 2014.
- 2014 **Fluid simulation**, Course: Modeling and Simulation.
A real-time 2D fluid simulation with Smoothed-particle hydrodynamics.

- 2013 **SGCTsky**, Course: 3D Computer Graphics.
A cloud and sky simulation for dome theaters. Awarded best technical project in the media technology program year 2014.

Technical knowledge

- Advanced JAVA, C++, Matlab, HTML, OpenOffice
Intermediate Python, Android, OpenGL, LaTeX, CSS, PHP
Basic WebGL, Adobe

Organizations

- 2013–2014 **Welcoming committee for new students at Media Technology and Graphic Design.**
Planning the new students first two weeks at the university, such as activities, competitions and dinners. We also performed dances, songs and other entertainment.
- 2012–2013 **Event planner for students at Linköping university.**
Planned big and small events for students at the university. We also entertained them at dinners and other events.
- 2012 **Event planner for BEAT12.**
A newly formed music festival for students in Norrköping. My group planned the activities around the area.

Languages

- Swedish **Native**
English **Fluent**