Sebastian Piwell

Curriculum Vitae

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Education

2011–2016	**Master of Science, Media Technology and Engineering**, *Linköping university*. Math and programming with a focus on data visualization.
2016	**Master Thesis**, *NASA Goddard*. Space weather visualization for the project OpenSpace.
2014–2015	**Computer Science**, *Stanford university*. One year exchange studies focusing on courses in Computer Science.

Awards and Scholarships

2015	**Best interaction design**, *by: CAwards*. for: Ladybug, Game on mobile cluster. A multi-player, multi-screen game for Android phones
2014	**2nd place**, *by: Liu game awards*. for: Ladybug, Game on mobile cluster
2014	**Best Technical project**, *by: Media Technology at LiU*. For: Ladybug, Game on mobile cluster
2014	**Tryggve Holms Scholarship**. for: exchange studies at Stanford University
2014	**Scholarship and Nomination from LiTH International**. For: exchange studies at Stanford University
2013	**Best Technical project**, *By: Media Technology at LiU*. For: SGCTSky. A cloud and sky simulation for dome theaters.

Technical knowledge

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

Commitments

2013–2014	**Legionen**, *Welcoming committee for new students at Media Technology and Graphic Design*.
2012–2013	**3Cant**, *Event planner for students at Linköping university*.
2012	**BEAT12'**, *Event planne*.