Arthur Frisk

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Experience

Summer 2024 **Summer intern**, *Soilleux Group at the Department of Pathology*, Cambrige
- Developed a public database and website that will feature in an upcoming publication.
- Worked closely with researchers to understand the project's goals and the relevant biology, and found strategies for effective communication.
- Programmatically filtered, normalised and combined large sets of inconsistently formatted bioinformatics data; implemented efficient storage and retrieval models.

Summer 2023 **Software engineering intern**, *Gearset*, Cambridge
- Using JavaScript and C#, developed an internal status page which presented summarised data about internal services and their reliability around releases.
- Took initiative to resolve a long-standing (5+ years) customer request, designing and implementing a new feature while ensuring input from clients and the product team.

2022–2023 **Co-founder/developer**, *Rubriq*, Sweden
- Built a web app for Swedish high school students studying for the university entrance exams, with gamified learning and an emphasis on good flow and UX.
- Using Python, developed data analysis algorithms in order to measure question difficulty and track user progress.

2017–2021 **Part-time web developer**, *Rolima*, Uppsala, Sweden
- Automated several company tasks, writing scripts to e.g. download and organise thousands of files or automatically generate and email 100+ invoices annually.
- Programmed a website for sharing and solving maths problems, including functionality for live online competitions.

Education

2021–2025 **BA + MMath in Mathematics**, *University of Cambridge*
- Attained a Class I in each year of undergraduate examinations.
- Awarded an Academic Exhibition for "outstanding academic performance" each year, and the William Pochin Scholarship in my final year.

2018–2021 **Natural Sciences Program**, *Katedralskolan*, Uppsala, Sweden
- Attained a final grade of 22.40 out of 22.50.
- For my diploma project, combined mathematical theory with computations in Python and C++ to count the initial states of a card game up to symmetry and show that certain moves were optimal.
- Trained neural networks to play the same card game using reinforcement learning.

Awards and skills

2021 Awarded 25 000 SEK by the *Anna Whitlocks Minnesfond* grant.

- Native Swedish speaker. Fluent in English.
- Proficient in JavaScript/TypeScript, C#, C++, Python, PHP and Haskell, with advanced experience in SQL, Git and Unix.
  Experienced with full-stack web development both with and without frameworks such as React, and with UI/UX design.
  Experienced in real-world object-oriented design and test-driven development.
  Familiar with data science in Python, including pandas, TensorFlow, PyTorch.
- Non-academic interests include involvement in literary magazines and university societies for poetry (writing, editing, hosting events).