

Rasmus Rudling

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Education

KTH Royal Institute of Technology

M.Sc. Computer Science and Engineering

Stockholm, Sweden

August 2020 – June 2022

B.Sc. Media Technology and Engineering

August 2017 – June 2020

Degree of M.Sc. in Engineering, Computer Science/Media Technology

August 2017 – June 2022

- Courses: *Applied Computer Science* (data structures and algorithms in **Python**), *Software Engineering* (OOP in **Java**), *Sustainability and Media Technology*, *Human-Computer Interaction*, *Artificial Intelligence*.

Skills & Languages

<div><div></div>Python</div>	<div><div></div>Java</div>	<div><div></div>Git/Github</div>
<div><div></div>JavaScript</div>	<div><div></div>React.js</div>	<div><div></div>Firebase</div>

Professional Experience

KTH Royal Institute of Technology

Stockholm, Sweden

Teaching Assistant in the course of Artificial Intelligence

November 2020 – Present

- Use **Python** to further develop a lab exercise regarding reinforcement learning for master students.
- Help students understand the basic concepts of AI and also grade their assignments.

Incoming Research Engineer in Robotics, Perception and Learning

Starting 21 June 2021

NOX Academy - A company hosting code camps for youths

Stockholm, Sweden

Project manager

October 2019 – September 2020

- During camps: Delegated responsibility to the programming teachers in a way that improved their leadership. This led to confident programming teachers, inspired participants, and happy parents.
- Before/after camps: Recruited new programming teachers, communicated with parents about the camps, and planned camps together with the programming teachers and our business partners. Also, decided which programming languages and technologies were going to be taught during the courses.

Programming teacher

March 2019 – September 2020

- Taught **Python**, **JavaScript**, Scratch, HTML, and CSS. Allowed youths to be inspired by the world of tech, and conversely, getting inspired to learn more.

Technical Projects

Bright Cycle - At the hackathon Openhack 2020 (runner-up winners)

6 – 8 November 2020

In a team of five, used **JavaScript**, React.js, Three.js, to visualize the environmental benefits of cycling over car driving.

Chat application for bachelor's thesis (www.bit.ly/thecardgame)

January 2019 – June 2019

Used **JavaScript**, React.js, Firebase, HTML, and CSS. The chat was used to see how our morals change with anonymity.

Volunteer work

Media Technology Chapter at KTH Royal Institute of Technology

Stockholm, Sweden

Frontend developer (www.medieteknik.com)

August 2019 – January 2021

- In a team of nine, used **JavaScript** and React.js to create a new website for the chapter. Worked mostly on the document page, allowing our chapter members to find documents twice as fast. Also worked on the event page, allowing members to find all the available events in one place. Previously, the events were spread out on Facebook.

Project manager for the media technology career fair

May 2019 – June 2020

- As one of two project managers, led a team of ten people. Increased turnover by 45% to SEK 522 000 by, among other things, being an encouraging and energetic leader for the sales team.

Other volunteer work positions at the media technology chapter

- Student Buddy (Aug. 2019 – Sep. 2019), Director - led film project group of 35 people (Apr. 2019 – Sep. 2019), Account Manager (Jul. 2018 – Mar. 2019), PR Manager (Jul. 2018 – Mar. 2019), Communicator - led a creative group of 18 people (Jun. 2018 – Jun. 2019), and Bartender (Feb. 2018 – Jan. 2020).