



RICHARD EK

I'm a 3D generalist and programmer with 15+ years of experience. I have enjoyed combining my visual and technical skills to create innovative solutions for world leading industrial companies.

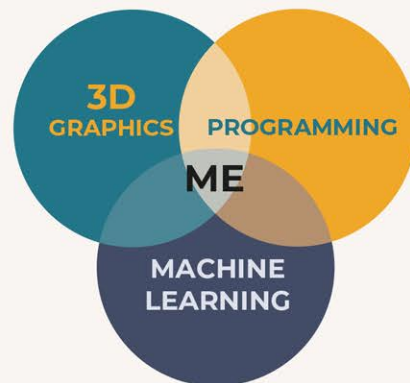
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WORK EXPERIENCE



Neonode Technologies Stockholm · Aug 2021 - Present · ~4 yrs

I'm currently working in the **computer vision** team at Neonode. We are developing a Driver Monitoring System for the automotive industry. I **lead the team** that creates **synthetic data** and I also play an important role in the **machine learning** team. I rebuilt our entire synthetic data **pipeline**, which made it faster and more modular by utilizing reusable components. I parallelized the rendering on multiple cores and distributed it on a **render farm** that I set up in **Linux**. This increased the output **performance by 5x** (Reference #1). I also created a **Python**- and **TensorFlow**-based **framework** and **tooling** for our ML team to handle data **augmentation**, **model training**, and **evaluation**. I focused on making it modular and reusable to improve iteration time and ease the setup of new models. For two of our **neural networks**, I'm fully responsible—doing everything from **rigging** in **Maya** to training and evaluating against real-world data.



Languages

Swedish (native)
English (fluent)
Italian (beginner)

Nationality

Swedish

Born

1987 (38yo)

Interestest

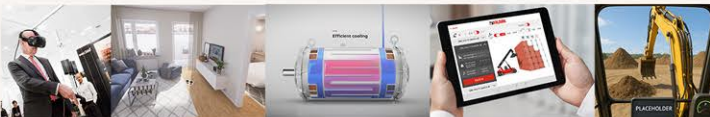
Playing Ice Hockey
Dancing Salsa
Kitesurfing
Skiing

2021



byBrick Interface Västerås · Jun 2011 - Aug 2021 · 10 yrs 3 mos

byBrick Interface is a digital agency that primarily focuses on B2B marketing and training simulators for large **industrial companies**. I worked mainly with interactive sales apps, VR experiences, and **simulators** for desktops and tablets. Doing both the programming and 3D work. I also worked with **animation** and **compositing**. One example where I used my visual skills was when I created a **Virtual Reality** apartment tour of an unbuilt property in **Unreal Engine**. Seeing **real-time** changes to flooring, wall colors, and cabinetry made it significantly easier for customers to decide. (Reference #2). In another project, I helped a customer assemble hundreds of different crane configurations from CAD data. Using my expertise in **3D mathematics**, **automation**, and **problem-solving**. (Reference #3)



Former Swedish Prime Minister →

Clients I've worked with

ABB

HIAB

iZettle

Atlas Copco

NKT

ROTOTILT

Kalmar

BOMBARDIER

2011



Care of Haus Västerås · May 2010 - Jun 2011 · 1 yr 2 mos

Care of Haus is the top marketing agency in my hometown Västerås. I participated in their trainee program where three other developers and I ran a small agency mainly focusing on **web development**.



Self-employed Västerås · Feb 2009 - May 2011 · 2 yr 4 mos

I was freelancing doing **VFX**, compositing, animation for commercials, and also web development.

2008



SWISS Stockholm · Feb 2008 - May 2008 · 4 mos

Intern at Swiss as part of my education at Nackademin. Swiss works with VFX and 3D for clients in advertising, TV, and film. I worked with **texturing**, **3D modeling**, and **particle effects**.

References (available upon request)

1. Alexander, Engineering Manager
2. Daniel, Team Lead
3. Ola, Client

EDUCATION

2010



Linux

Course at Mälardalen University to further my knowledge of **Linux**-based systems.

Västerås · Nov 2009 - Feb 2010 · **3 mos**



Programming Techniques with Python

Course about programming concepts using Python, focusing on problem-solving, **data structures**, and **program structuring**.

Stockholm · Apr 2009 - Jun 2010 · **3 mos**



Digital Graphics

A comprehensive vocational education focused on professional **3D graphics** for film, TV, and games—covered areas such as **3D modeling**, **texturing**, **animation**, **compositing**, and **technical directing**.

Stockholm · Aug 2006 - Jun 2008 · **2 yrs**

2006

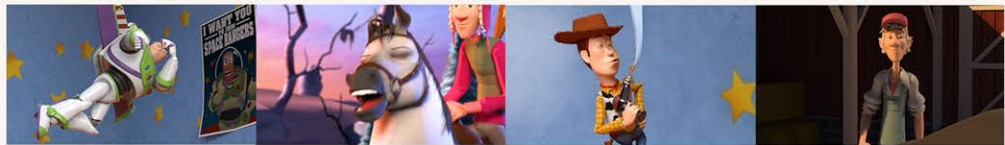
AWARD



11 Second Club

To improve my character animation skills, I attended the 11 Second Club over the course of three years. It is a monthly **character animation competition**. I was **awarded 1st place** in the December 2019 competition.

Nov 2017 - Dec 2020 · **3 yrs**



SOFTWARE & TOOLS

HOBBY/EDUCATION PROFESSIONAL

(15yo)

2005

2010

(25yo)

2015

2020

(35yo)

2025

