

Lovisa Svensson

MSc in Media Technology and Engineering

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I'm a MSc graduate in Media Technology and Engineering from Linköping University, curious about the intersection of technology, creativity, and user experience. I've spent the last few years exploring everything from programming and design to game development, machine learning, and app development, and I like when projects are hands-on, visual, and user-centered. One of my recent personal projects, a climbing mobile app, was awarded a grant from Norrköpings polytekniska förening.

I'm independent by nature and enjoy digging into projects I can take ownership of, but I also value clear communication and sharing knowledge with others. I'm now looking for a role where I can keep learning, contribute to real products, and apply both the breadth and depth of my education.

You can find examples of my work and personal projects at lovisasvensson.se.

Education

Linköping University (Norrköping)

Civilingenjör i medieteknik / MSc in Media Technology and Engineering (2020-2025)

- **Course subjects:** General programming theory, Mathematics, Web and mobile development, Computer graphics, Visualization, Image processing, Machine Learning, Artificial Intelligence, Video game development

Nyköpings gymnasium (Nyköping)

Naturvetenskapsprogrammet / Natural Sciences program (2016-2019)

- Specialised in Social Sciences

Work Experience

Resolution Games (Linköping)

Master thesis intern (2025)

- My master thesis was about investigating dynamic difficulty adjustment in virtual reality games, using imitation learning techniques.

Linköping University (Norrköping)

Programming Assistant (2022-2024)

- LiTHehack 22/23: A student mentorship group where I helped fellow students at LiU with programming courses. I also held a lecture on Unity for beginners.
- TNM094 Media Technology Bachelor Project: Lab assistant job where I helped the students with labs relating to version control, program design and code testing.

Student Organizations

Since being a part of student organizations has been a large part of my life during my university years, I would like to share what I have been a part of.

Board for the Media Technology Section (Norrköping)

Webmaster (2023-2024)

- Keeping up development for the Media Technology website, <https://medieteknik.nu>.
- Work as admin for the Media Technology domain, which means managing the email addresses for the board members and Mette.
- Upkeep for a database that contains a lot of information and documents relevant for students at the program.
- General board work to make student life a better place for students at the Media Technology program.
- For the year 22/23, prior to being Webmaster, I was also part of the section's Web Committee, which ran a project to completely remake the Media Technology website to make it look and function better. As part of this project I received an award for great work towards the section.

Pekings Akademiska Friluftsförening (PAFF) / Academic Outdoor Association (Norrköping)

Chairperson (2023-2025)

- Arranging outdoor events for members of the association, aiming to make student life a bit more active. This includes booking and travel, planning activities, advertise to members and more.
- Helping the members of the board organize their work to make things go forward. Running weekly meetings.
- Administrator work for the association, registering members and events.

LiTHehack (Norrköping)

Programming mentor (2022-2023)

- Held sessions where students at LiU could come and ask for help for everything programming related.
- Held a few events to increase engagement in programming at LiU. Most notably, I held a presentation to teach Git version control and held a beginners workshop in the Unity game engine.

Mette - Media Technology's Women's Association (Norrköping)

Sponsoring and communication (2021-2022)

- Arranged events for women at the Media Technology section, aiming to increase community between the women at the program.
 - Responsible for getting sponsoring. I contacted companies in the industry for sponsoring and collaborations. I also helped set up 2 company events for students in the section to make contact with the industry.
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Interests

- Web development
 - Mobile app development
 - Game development
 - Video games
 - Climbing
 - Outdoor activities
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Languages

English: Professional proficiency

Swedish: Native proficiency