

# stefanåhman

software developer

## contact

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## languages

Swedish mother tongue  
English fluently

## programming

Java, Python  
C, C++, C#  
Erlang, Haskell  
Javascript, PHP  
CSS3 & HTML5  
LaTeX, Matlab, Julia  
Git, Subversion

## education

- 2012–Now **Master** of Software Engineering of Distributed Systems Royal Institute of Technology, Stockholm  
Studying the final year of the Master degree program (120 credits) concerning distributed systems.
- 2012 **Bachelor** thesis Aptilo Networks, Stockholm  
Developed a Wireshark dissector and made a performance analysis for Aptilo's own developed protocol.
- 2009–2012 **Bachelor** of Information and Communication Technology Royal Institute of Technology, Stockholm  
Studied the IT degree program (180 credits), targeting various basic programming and engineering courses. The third year contained mostly elective courses, and was focused towards distributed systems, which later my Master program would concern.
- 2006–2009 **High school diploma** in Science Fredrika Bremergymnasierna, Stockholm  
Studied 2700 high school points in Science program. Found my interests for mathematics, programming, and technology.

## experience

- 2012–Now **AudioApps** Stockholm  
*Android Developer*  
Developing the Android version of the mobile application. The application mainly are used by museums and city tour companies, focusing on bringing a tour into the customer's pocket. I've familiarized myself with the Android Application Framework during this project.
- 2008–2010 **Hemköp** Gullmarsplan, Stockholm  
*Cashier*  
Worked as a cashier, but also in store, maintaining the goods. It was a great experience to get in touch with a lot of customers daily, with different requests. I usually worked at weekends, holidays, and whenever I could get off school.
- 2006–2008 **Swedol** Tyresö, Stockholm  
*Warehouse worker*  
Worked as a warehouse worker during weekends, holidays. My duties varied a lot, as I could handle the internal post/packages, be a cashier, or load/unload shippings.

## projects

- 2014–Now **Game Development** Stockholm  
*Developer*  
Developing a 3D multiplayer game using Unity with a crew.
- 2012–Now **Afrify** Haninge, Stockholm  
*Co-founder*  
Co-founder of an organization for helping needy families in Tanzania, Africa. Every chosen family gets a complete installation of a solar panel system in their home; consisting of a car battery, a pair of LED lamps and a cell phone charger. Visit <http://www.afrify.com> for more information.
- 2010–2011 **Quadrocopter** Stockholm  
*Developer*  
Built a quadrocopter from scratch together with a crew from school. Was in charge of, and developed the steering control system using microchip processors and low-level programming.

## awards

- 2009 **Best contribution** Webbstjärnan, .SE  
Awarded for the project work in high school as best contribution.
- 2009 **Best multidisciplinary contribution** Webbstjärnan, .SE  
Awarded for the project work in high school as best multidisciplinary contribution.
- 2009 **Environmental Award** Haninge Municipality, Stockholm  
Awarded for the project work in high school.

## communication

- 2012 **Oral Presentation** Aptilo Networks  
Presented the research I conducted for my Bachelor of Information and Communication Technology degree.
- 2011 **Quadrocopter presentation** Royal Institute of Technology, Stockholm  
Participated in Future Friday and showed up and informed about the ongoing quadrocopter development process for high school students.

## interests

**professional:** android apps, databases, web design, software development

**personal:** sports, food, photography, gaming