Sverre Paulsen

📍 **Home** : Simon-Dach-Strasse , 24, 10245, Berlin, Germany

✉ **Email:** sverrepaul@yahoo.com 🏠 **Phone:** (+34) 608875606

in **LinkedIn:** www.linkedin.com/in/sverre-paulsen

Date of birth: 24/08/2001   **Nationality:** Norwegian

ABOUT ME

I am a Software Engineering student with previous working student experience at a startup in Berlin. I am passionate, open-minded and eager to expand upon my knowledge through new challenges. I have recently submitted my Thesis and I am looking for an entry level job into the field.

WORK EXPERIENCE

[01/03/2022 – 10/06/2022]

Working Student

Mellow

City: Berlin
Country: Germany
Creating a responsive website with SvelteKit.

EDUCATION AND TRAINING

[01/09/2017 – 01/06/2019]

IB Diploma

International Baccalaureate   ibo.org

Address: Peterson House, Malthouse Avenue, CF23 8GL, Cardiff, United Kingdom

[01/09/2012 – 07/06/2019]

High School Diploma

American School of Barcelona   https://www.asbarcelona.com/

Address: Carrer de Jaume Balmes, 7, 08950, Esplugues de Llobregat, Spain

[01/08/2019 – 08/2023]

BSc Software Engineering

CODE University of Applied Sciences   https://code.berlin/en/

Address: Lohmühlenstraße , 65, 12435, Berlin, Germany

PROJECTS

[28/01/2021 – 10/12/2021]   **Replecon**

Replecon is a react website and mobile application connected to a django backend made to simulate a small economy virtually to allow students of economics classes to experience topics they are learning about hands on.

Link: https://github.com/sverrep/Replecon-Fullstack

[01/09/2020 – 16/12/2020]   **VRlin**

VRlin is a 3D project about recreating a historic location in Berlin, to let users explore how daily life was like in the past, and improve our understanding of historical backgrounds in local areas. We recreated Friedrichstrasse as it was in the 1920s in Unreal Engine with VR specific interactions.

Link: https://drive.google.com/file/d/1OKNP_UhIf6QuFacqqchR9isEitBCPxt4/view?usp=sharing

[15/05/2022 – 31/07/2022]   **DatA2**

A full stack project using React as the front end, with a Django backend. The main focus was on using machine learning to analyze a user's data from the video game DotA 2 to give personalized information based on their recent games and their performance within them.

Links: https://github.com/Capstone-Data2/frontend | https://github.com/Capstone-Data2/backend

[10/03/2023 – 10/05/2023] **Fingerprint Gender Classification**

Bachelor Thesis exploring the topic of gender classification based on fingerprints using transfer learning.

LANGUAGE SKILLS

Mother tongue(s): Norwegian

Other language(s):

English

LISTENING C2 **READING** C2 **WRITING** C2

SPOKEN PRODUCTION C2 **SPOKEN INTERACTION** C2

Spanish

LISTENING C1 **READING** B2 **WRITING** B1

SPOKEN PRODUCTION B1 **SPOKEN INTERACTION** B1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

VOLUNTEERING

[11/08/2018 – 24/08/2018] **Volunteer Translator**   Iquitos, Peru

During High School I volunteered for a medical mission in which doctors and medical students from the USA would travel to Peru to provide medical aid to those who normally were not able to get any. While there I worked as a translator from the native Spanish to English to help the patient and the doctors communicate.