THOMAS ERIKSSON MUELLER

MSc Machine Learning / Computer Science and Engineering

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🌐 www.thomasemueller.com   🚩 Swedish & Canadian

TECH STACK

`AI` `Machine Learning`

`Cybersecurity` `Full-stack`

`Computer Networking`

`Django` `Nginx` `Docker`

`C++` `Java` `UNIX` `Git`

COURSES

- Artificial Intelligence
- Machine Learning Foundations
- Computer Security
- Program System Construction in C++
- Computer Organization and Components
- Database Technology
- Parallel and Concurrent Programming
- Algorithms and Data Structures

CERTIFICATES & LICENCES

- 🚗 Driver's B-Licence
- ✥ Drone Pilot Certificate

LANGUAGES

Swedish: Native

English: Native

Spanish: Familiar

German: Familiar

Romanian: Familiar

EXPERIENCE

Head of Software Development | KTH Formula Student

📅 Aug 2022 – Current   📍 Stockholm, Sweden

- Head of Software Development department in Driverless division
- Developing simulation and benchmarking tools for autonomous system
- Work also includes in-house system, network, and storage management

Full-stack Developer | KTH Centre for Cyber Defence and Information Security

📅 May 2023 – Sep 2023   📍 Stockholm, Sweden

- Full-stack development of an educational platform in cybersecurity
- Developed a VM that hosted a website to educate students on cybersecurity in an offline, safe environment
- Worked part-time during the academic year and full time in the Summer

EDUCATION

MSc Machine Learning / Computer Science and Engineering | KTH

📅 Aug 2020 – Current   📍 Stockholm, Sweden

- A 5-year engineering degree mainly consisting of courses in computer science, artificial intelligence, machine learning and mathematics
- Currently pursuing my 2-year Master of Science in Machine Learning
- Projected graduation: June 2025

PROJECTS

Museum Exhibition App

📅 Fall 2021 – Spring 2022

- I served as both Scrum Master and Product Owner at various stages of the project
- Built an interactive exhibition app for Tekniska Museet's Android tablets as part of a development team of 8 students
- Application was built with the Flutter framework in Dart

Internet Programming Game

📅 Spring 2022

- Built a Rougelike game played through a server-client TCP socket communication. Written in Python.
- Functionality: Multiple games and players can play in parallel through the server. The server and networking files use JSON serialization to send and receive data which allows for future expandability.