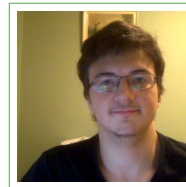


Torsten Gustafsson

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About Torsten

Torsten is a passionate programmer who loves to learn new things. During development, concepts such as code quality and thorough testing of systems is something he considers very important in order to maintain a robust codebase.

"My perfect job would be to work for a company that I feel like I am a part of and can actively contribute with new ideas as well as with my programming work. I think I would do best in a back-end position, but I am always open for trying out new things. As long as my tasks are diverse and interesting I will be a happy programmer!"

Personal website: torstengustafsson.github.io

Education

- 2012–2017 **Master's degree**, *Media Technology*, Linköping University, *Norrköping*.
Media Technology have a wide focus within computer software. Some of the defining areas is Computer Visualisation, Computer Vision, Computer Graphics, and Image Processing.
- 2009–2011 **High School**, *IT - Networking*, Lindengymnasiet, *Katrineholm*.

Master Thesis

- Title *Concepts of Hybrid Data Rendering*
- Supervisors Ingrid Hotz, Rickard Englund
- Description The thesis discuss methods of rendering multiple data sets of different formats (e.g. volumes or meshes) together in a single rendering window. Focus was on optimizing a combined rendering method using an A-buffer.
- Two results was gained. The fastest method used a fixed 3D texture, which had the problem of requiring a fixed maximum depth. Another method using linked lists of fragment pages greatly reduced memory usage for most scenes, while reducing frame-rate by about 20% compared to the first method.

Experience

- 2017-present **Consultant**, *HiQ Ace*, Norrköping.
I am currently consulting for HiQ at Ericsson in Linköping. I work in a team of experienced Ericsson developers in creating the software for their new 5G network. Some of my responsibilities there include: planning and implementing the code architecture, testing on multiple levels (unit testing, suite testing, multi-component testing) and code review. We work mainly in C++ for the production code, and Erlang for the multi-component testing environment.

Freelancing Work

- 2016-2017 **App developer**, *Aimroc Invent AB*, Norrköping.
I developed a prototype for a mobile app for Android and iOS part-time in between my studies. It was developed in C# using Xamarin.Forms

Volunteering Work

- 2014–2016 **Accountant**, *Pub Vattentorget*, Norrköping, www.vattentor.net.
worked as accountant for a student-driven pub.
- 2015–2016 **Accountant**, *Pekings Akademiska Friluftsförening*, Norrköping, paff.nu.
I worked as accountant for a student-driven association focused on outdoor experiences.

Skills

Programming Languages	C++, C, C#, Java, Javascript, Erlang, Rust, Python, GLSL, Matlab
Computer Skills	Data Visualisation, Data Mining, Image Processing and Analysis, AI, MVC
Computer Graphics	OpenGL, WebGL, Shader Programming
Development Tools	Git, Gerrit, Jenkins, Visual Studio, Eclipse, Doxygen
Operating Systems	Mainly Windows and Linux
Agile methods	Scrum

Interests

- Coding I consider programming my hobby as well as my profession. I usually manage to come up with some new projects to work on in my spare time, even though I never seem to finish anything of note.
- Hiking In my spare time I like to bring together some friends and family and go hiking somewhere.
- Exercise I enjoy running and going to the gym.

Languages

- Swedish Fluent
- English Fluent