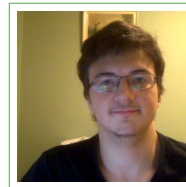# Torsten Gustafsson

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About Me

I am a passionate programmer who loves to learn new things. I have mainly worked with back-end development, but I have some experience with front-end as well.

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. The most important thing for me is that my tasks feel diverse and interesting.

You can find my website at: *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.

Master Thesis

Title *Concepts of Hybrid Data Rendering*

Supervisors Ingrid Hotz, Rickard Englund

Description I am currently working on my Master Thesis. The thesis will discuss methods of rendering multiple data sets of different formats (e.g. volumes or meshes) in a single rendering window.

Experience

Freelancing Work

2016-2017 **App developer**, *Aimroc Invent AB*, Norrköping.
I am currently working on an app for the startup company Aimroc Invent AB. The app is developed in Xamarin.Forms, which is based on Microsoft's C#.NET. The app will available for Android and iOS.

Projects

Game of Domes As part of my bachelors degree I worked in a group of five students to develop a space game for the dome-theater in Norrköping Visualization Centre. The project included controls through the players mobile phones. A group of three players connect to a game together, where each one is assigned a specific role to handle the spaceship (pilot, gunner and engineer).

LIONS Short for Local Indoor And Outdoor Navigation System, it is an android app developed for a course at Linköping University. In a group of five we were tasked with developing an app that could handle indoor navigation. A big part of the focus was to work with agile methods, to speed up the development process. Users were able to add maps of their own buildings, and place interesting markers (such as where the toilet is, or the nearest elevator) for other users to see.

(If you are interested in more of my projects, please see my visit my website)

Volunteering Work

2014–2016 **Accountant**, *Pub Vattentornet*, 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

Programmming Languages C++, C#, Java, Javascript, GLSL, C, Python, Matlab

Computer Skills Data Visualisation, Data Mining, Image Processing and Analysis, AI, MVC

Computer Graphics OpenGL, OpenSceneGraph, SDL2, WebGL

Development Tools Visual Studio, Xamarin, Android Studio, Unity

Operating Systems Mainly Windows and Linux

Agile methods Scrum, Kanban

Interests

Computer software I consider programming my hobby as well as my profession. I am always interested in learning new things.

Hiking In my spare time I like to bring together some friends or family and go hiking somewhere.

Exercise I enjoy running and going to the gym.

Languages

Swedish Fluent

English Fluent