Viktor Tholén

ENGINEERING STUDENT

EDUCATION

MSc in Media Technology and Engineering
Linköping University, Norrköping, Sweden
August 2017 – Current

Programming, computer graphics, visualization and mathematics.

Relevant Courses:
Object-oriented programming, TND002
3D-Computer Graphics, TNM061
Communication and user interfaces, TNM040
Modelling and simulation, TNG022
Data Visualization and Virtual Reality, TNM094
Global Illumination and Rendering, TNGC15
SFX – Tricks of the Trade, TNCG13
Modelling and Animation, TNM079
Design and Programming of Computer Games, TDDD23

Technology program
Ehrensvärdska Gymnasium, Karlskrona

EXPERIENCE

Tech Developer Intern, Populum, Stockholm
June 2021 - August 2021

- Implemented visualizations for AI-data working with a Vue/.Net Core codebase.

Programmer, Unitalent, Linköping
June 2019 - August 2019

- Web programming project together with researchers.
- Developed tests for information visualization..

Earlier jobs, Karlskrona
2015 - 2018

- Delivery and Installation helper of medical equipment, HMC
- Resident Care Assistant, Karlskrona Kommun
- Driver and Packaging Helper, Veckans Middag

DETAILS

Address:
Nygatan 61
60 234, Norrköping
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viktor.tholen@gmail.com

Languages
Swedish, English

PROGRAMMING SKILLS

C++, OpenGL, C#, Python
JS/TS, Vue, React, Three.JS
PHP, SQL, CSS/HTML, JAVA

SOFTWARE

Blender
Maya
Substance Painter
Unreal Engine
Unity

LINKS

Linkedin:
linkedin.com/in/viktor-tholen/

Portfolio:
viktortholen.github.io/portfolio/