

WIETZE SCHELHAAS

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EDUCATION

M.Sc. in Computer Science

Uppsala University

Sept 2019 – Present

B.Sc. in Computer Science

Uppsala University

Sept 2015 – June 2019

High School

NTI-Gymnasiet (former IT-Gymnasiet)

Sept 2012 – June 2015

EXPERIENCE

Master Thesis

Ericsson

09/2020 – present

Uppsala, Sweden

IoT, Machine Learning

- Further research on LSTM models based on the bachelor thesis work
- Data gathering on wireless sensor networks

Bachelor Thesis

Ericsson

04/2020 – 09/2020

Uppsala, Sweden

IoT, Machine Learning

- Applied LSTM models to wireless sensor network data to predict service metrics.

Waiter

Lakene Ostgård

Summer 2017 – 2020

Hagfors, Sweden

Packaging

Charcuterie factory

Summer 2015 – 2016

Hagfors, Sweden

LANGUAGES

English

Fluent



Swedish

Fluent



Dutch

Native



German

Beginner



TECHNOLOGIES



FAVORITE PROJECTS

Projects during Education

Computer Graphics Project

Uppsala University

Developed a raytracer in C++ using OpenGL

Imperative Programming Project

Uppsala University

Developed a garbage collector in C

Mobile Graphics Project

University of Gävle

Android app that parses an ArcGrid file and renders a Digital Elevation Model using OpenGL ES

Booking System for Hair Salons

NTI-Gymnasiet

Developed a customer booking system for hair salons in C# using Microsoft SQL and Visual Studio

VOLUNTEERING

Buddy program

Uppsala studentkår

📅 2017 – 2020

Helping international students to integrate into student life in Uppsala

REFEREES

Andreas Johnsson

@ Master Researcher at Ericsson Research

✉ andreas.a.johnsson@ericsson.com

Side projects

Neural network from scratch in Java

Creation of a neural network library from scratch in Java and applying it to recognize handwritten digits

Neuroevolution from scratch

Extension of the work above by implementing a genetic algorithm that generates neural networks on agents that learn to play the game Flappy Bird on Android

Loop

An Android game developed using LibGDX and Android Studio, available on Google Play