

# William FREDLUND

## CV

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A newly graduated Bachelor of Science in Computer Engineering with a strong interest in technology and its applications. I have a solid foundation in programming and software development and am driven by a strong desire to continuously grow and learn new technologies. As a quick problem-solver with an eye for detail, I thrive both in independent work and in team environments where collaboration and shared solutions are key.

## 🎓 EDUCATION

2021-2025    **Bachelor of Science in Computer Engineering**, KTH Royal Institute of Technology  
2011-2014    **Information and media technology**, Åva gymnasium

## 📁 EXPERIENCE

**November 2023**    **Gas station attendant, CIRCLE K, Vaxholm**  
**May 2018**    have excellent customer service skills and can work in a fast-paced environment. I have been responsible for pumping gas, cleaning the store and helping customers with any questions or problems they may have. I was also responsible for managing cash and making sure the store is stocked and organized.

**August 2017**    **Gardener, HORTUM,**  
**June 2015**    Worked in a group with creating gardens and maintenance. Also carried out paving of e.g. terraces and driveways.

**August 2014**    **Deckhand, TALLINK SILJA LINE,**  
**June 2011**    Summer time, I have experience in all aspects of deck work including maintenance, mooring, anchoring and line handling and have basic first aid training.

## ☰ SKILLS

**Frameworks**    React, Express.js, Vue.js, Spring Boot, ASP.NET  
**Databases**    PostgreSQL, MySQL, MongoDB  
**Environments**    IntelliJ Idea, Eclipse, Visual Studio Code, git  
**Operative systems**    Windows Server, Windows, Linux, Android, IOS  
**Document management**    LaTeX, Officepaketet (Word, Excel, PowerPoint)  
**Languages**    Swedish, English

## </> PROGRAMMING SKILLS

> Java  
> C/C++  
> Python  
> Elixir  
> Javascript  
> C#

## 💻 PROJECTS

**NEURAL NETWORK TRAINER** 2025  
🔗 [github.com/wilfre-oss/NN](https://github.com/wilfre-oss/NN)  
Built a neural network from scratch in Python using NumPy, including a GUI for training and model management. Implemented forward and backpropagation without external frameworks, as well as support for saving models.  
Python NumPy Tkinter

**CHESS BOT** 2024  
🔗 [github.com/wilfre-oss/chess](https://github.com/wilfre-oss/chess)  
Explored artificial intelligence by developing a chess-playing AI in C#. Implemented the Minimax algorithm with alpha-beta pruning to evaluate positions.  
C# .NET Core

**SMARTLIGHT APP** 2023  
🔗 [github.com/Flashbang-app-repo](https://github.com/Flashbang-app-repo)  
Developed a mobile app (React Native) to control smart lights via an Arduino-based device. Implemented real-time communication with Firebase and wrote C++ code for hardware interaction. Responsible for the entire frontend.  
JavaScript React Native C++ Firebase