

Skills

Programming

- C# — proficient
- Java — proficient
- C/C++ — somewhat proficient
- SQL — somewhat proficient

Software

- Visual Studio
- Git/GitHub
- Docker
- Microsoft Teams
- .NET
- Unity
- Unreal Engine
- FMOD
- ProTools
- FamiTracker

Hard Skills

- Coding
- Debugging
- Development
- Scripting
- Data Structures
- Audio Production/Mixing/Mastering
- Sound Synthesis

Soft Skills

- Problem Solving
- Fast Learner
- Critical Thinking
- Creative Thinking
- Inquisitiveness
- Communication

Languages

- Swedish — mother tongue
- English — near native
- Japanese — proficient

Interests

- Learning more about audio plug-ins with JUCE in C/C++.
- I like to compose music, mostly classical & electronic.
- Parallel with my studies I try to join as many game jams as I can.

Address

Maltgatan 4 / 1704, 120 79, Stockholm (valid 2022-03-01 onwards)

E-mail

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Phone

0707534441

Profile

Fast learning, critical thinking computer science major seeking to leverage development skills within data systems and multimedia. Would love to share creativity and passion in a collaborative and focused setting and am very welcoming of an international such environment.

Experience

Technical Writer Intern, SEB; Stockholm, Sweden

2021-06 — 2021-08

- Internship at the DevOps department
- I helped maintain and develop an internal information database using GitHub pages and Jekyll
- Enjoyable as the internship included both a creative aspect; writing, as well as technical aspects; version control, web development, web deployment etc
- High focus on cyber security

Education

Stockholm University, Stockholm, Sweden; Bachelor of Science - Computer and Systems Sciences - Video Game Development

2020-08 — present (expected 2023-06)

- Favourite field of study: Audio & Audio Systems

Projects

Cubic Void, Android Application — Downloadable on Google Play [<https://play.google.com/store/apps/details?id=com.Grupp18.CubicVoid&gl=SE>]

2021-04 — 2021-05

- I was responsible for UI/UX implementation, all audio, and all audio systems
- Everything is completely custom-made in C# using Unity and Unitys APIs

Certificates

Cambridge Advanced English

Japanese Language Proficiency Test (JLPT) — N2