

CV

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Education

2010 - 2016: Royal Institute of Technology, Master of Science in Computer Science
2014 - 2015: Exchange year at Osaka University, Japan
2009 - 2010: Royal Institute of Technology, Technical Preparatory Year
2006 - 2008: Naganuma School in Tokyo, Courses in Japanese for 21 months
2004: Stockholm University, Courses in English
2002 - 2003: Stockholm University, Courses in Linguistics
1999 - 2002: Södra Latins Gymnasium

Work experience

2016 - 2017: Full-stack developer at Toadman Interactive

- Developed the client, network and server code for a mobile game using Unity and C#.

2014 (summer): QA Test Analyst at Nasdaq OMX Stockholm

- Wrote automated test cases in Java for the Hong Kong Exchange

2012 & 2013 (summer): Android application software developer at LEKAB

- Worked as the only Android developer on a project involving GPS, IP messaging and SMS functionality. Also responsible for the GUI design.

Programming skills

Java, Android, Unity3D, C#: Very good
C++, C, SQL, Javascript, HTML: Good
Assembler, Haskell, Prolog and Python: Basic

Language skills

Swedish: Native
English: Fluent
Japanese: Good understanding – can communicate in both written and spoken language

Interests

My biggest interests besides programming are music, languages, videogames and sports. I create electronic music when time permits and occasionally play soccer with my friends. I also host and edit a podcast about videogames called "Insnöad". My interest in foreign languages resulted in me going to Japan to study Japanese for almost two years in 2006, and I went back again in 2014 as an exchange student at Osaka University to write my Master's Thesis.

References

Will be provided if asked for