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Résumé

Education

Game Programming, Blekinge Institute of Technology — Fall 2006 - Spring 2009

Game Programming is a three year software engineering program that gives in-depth knowledge in the fields of computer science, programming and mathematics. The main focus of the program is game development, and it includes courses on 3D rendering, artificial intelligence, real-time physics and performance optimization, as well as two large team game development projects.

Free-Standing Online Courses, 2008

During 2008 I took the following online courses in addition to my other studies:

- D0015D – Web Development I - Introduction (Luleå University of Technology) – 7.5 ECTS
- GD400F – Graphic Design I (Kristianstad University College) – 7,5 ECTS
- KGK742 – Vector Graphics (Gotland University) – 15 ECTS
- DV1106 – Database Technique and Web Applications, Basics (Blekinge Institute of Technology) – 7,5 ECTS

Exchange Student, California State University East Bay, Hayward, USA — Spring 2006

From March to June in 2006, I took the following courses at CSU East Bay in Hayward:

- CS2430 – Computer Organization and Assembly Language Programming
- CS3560 – Introduction to Systems Programming
- MATH1130 – College Algebra

Free-Standing Courses, Blekinge Institute of Technology — Fall 2005 - Spring 2006

During the fall semester of 2005 and the first two months of 2006, I took the following courses at Blekinge Institute of Technology in Ronneby:

- DVA001 – Object-Oriented Programming – 15 ECTS
- DVA022 – Programming in C – 7,5 ECTS
- DVB021 – Programming in C++ – 7,5 ECTS
- DVA031 – Algorithm Design and Data Structures – 7,5 ECTS

International Baccalaureate Diploma Programme, Söderportgymnasiet, Kristianstad — Fall 2002 - Spring 2005

The IB Diploma Programme is a comprehensive and challenging pre-university program where almost all subjects are taught in English. Students at the program choose six subjects that they study in depth, and I chose Swedish, English, Mathematics, Physics, Economics and Geography.

Work Experience

iPad Developer — 2010

I developed an iPad app called *SketchNotes* during March 2010. *SketchNotes* is a simple app for taking notes and drawing, written in Objective-C.

Web Developer — 2006 And Onward

I have developed web sites commercially in my spare time since 2006. I am responsible for all or parts of the code and graphics on the following web sites:

- liberalakvinnor.se (2010)
- tipsaren.nu (2009-2010)
- bengansdatorer.se (2009)
- kaliberkommunikation.se (2009)
- redskirtfashion.se (2009)
- fagerhultsplantskola.se (2009)
- ljunghultsplantskola.se (2009)
- vidarsborg.se (2009)
- uteplantor.se (2009)
- faveo.se (2009)
- eldrivet.nu (2008)
- frenchlanguageholidays.eu (2008)
- www.malinandersson.com (2007)
- svartafaret.nu (2006-2007)

Library Assistant, Blekinge Institute of Technology, Ronneby — 2006 - 2009

From 2006 to 2009, I worked part-time at my university's library.

Summer Worker, Town Library, Kristianstad — 2004

In the summer of 2004, I worked full-time at Kristianstad's town library for three weeks.

Summer Worker, Child Care Center, Kristianstad — 2003

In the summer of 2003, I worked full-time at a child care center for three weeks.

Selection of Computer Skills

Programming Languages

C++, Java, C, PHP, Python,
Ruby, Objective-C

Web Technologies

XHTML, CSS, MySQL,
Ruby On Rails, JavaScript

Computer Programs

Visual Studio, XCode, NetBeans,
Adobe Photoshop

Language Skills

Is Fluent In:

- Swedish (native language)
- English

References

References are available upon request.