Curriculum Vitae

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Education

M.Sc. in Computer Science & Engineering, Linköping University 08.2013 – 06.2018

B.Sc. + M.Sc. in the Media Technology programme. I focused on software development, visualizations, computer graphics, ML and image processing.

Academic year abroad, National University of Singapore (NUS) 08.2016 – 05.2017

I spent my 4th academic year in Singapore as an exchange student, studying e.g. rendering techniques, AI, UX, CV and parallel algorithms.

Film production, Sundbyberg's Folk High School, Stockholm 08.2012 – 05.2013

Work experience

Senior Software Developer, Framestore, London. 11.2021 – Current

R&D Software Developer, Framestore, London. 01.2021 – 11.2021

Developer in the (Unreal) Engine team. I'm primarily involved in two projects; FUSE and PRESENT. The aim of FUSE is to create robust tools for VFX productions in Unreal, whereas PRESENT is an EU grant project with 8 partners with the end goal to create a sentient photoreal realtime digital human. Framestore is the technical lead and my role is to integrate all the different partner plugins into UE. For FUSE I've developed an automated "ingestion" pipeline to import film-level assets into UE, created animation workflow tools to use live-linking of rigs from Maya to Unreal and witten a couple of TechViz tools. After less than a year I was promoted to "Senior Engine Developer". Main languages used are C++ and Python.

R&D Software Developer, Double Negative, London 10.2019 – 12.2020

Full time position in the R&D Creature (Fur) team. We were responsible for DNEG's hair system with plugins in Maya, Houdini, Clarisse and Katana. Circumstances had it that I became the main developer after only six months. Among other improvements I developed a new graph UI (in Qt5) for editing the fur networks to help the transition to a DCC agnostic tool. Main language was C++, with some additional Python & Bash scripting.

Software Engineer, Sectra Imaging IT, Linköping. 08.2018 – 10.2019

Full time position in R&D, developing radiology imaging solutions for Sectra's PACS: IDS7. My team was responsible for the rendering of medical images and volumes as well as different kinds of tools and clinical apps that doctors in hospitals around the world could use. We coded mainly in C# (.NET) but used C++ when working with the rendering engine.

Master Thesis Project, Visualization Center C, Norrköping 01.2018 – 06.2018

My master thesis project was to visualize 1,7 billion stars from the second data release of ESA's Gaia mission and incorporate it into the open-source project OpenSpace. In the end I managed to run the full dataset both on desktop PC's and in dome clusters with interactive frame rates. Developed in C++ and OpenGL with some Lua scripting.

Teaching Assistant, Linköping University, Norrköping 08.2017 – 12.2017

Lab assistant for 2 different C++ programming courses at LiU.

Software Developer, Sectra Imaging IT, Linköping. 06.2017 – 08.2017

Summer internship where we further developed a chat feature in IDS7 with C#. Main tasks were to enable chat history, group chats, emoji support, browsing users efficiently and to improve the UI.

Student Researcher, Spotscale, Linköping 06.2016 – 07.2016

Summer internship exploring image-based DCNNs with Python. In the end my system could classify drone images of buildings as well as superpixels within the images into several different categories.

Mathematics tutor, Linköping University, Norrköping 09.2014 – 04.2015

Tutor for 1st year students in three different mathematics courses.

Other achievements

Winner of "Technical Excellence" at CAwards 2018, Norrköping 05.2018

I won with the course project "AI-maze me" which is a web-based maze solving game where the user can play against an AI that has been trained with Q-learning. Built with WebGL and JavaScript.

Winner of "Best UI project" for ETiCCS, Singapore 04.2017

My team won first prize for a React-Redux app we made in an UI dev. course at NUS. After the semester me and another student continued developing the app at the request of ETiCCS. It was later used in a real-life cervical cancer screening project in Ethiopia.

Winner of East Sweden Hack 2015, Linköping 09.2015

My team won the grand prize "Best Project" at the 24h hackathon ESH15 with a prototype for a community-based smart panic alarm.

Languages

- Swedish: Native
- English: Professional

Programming skills & Tools:

Comfortable with: C++, C#, Python, Unreal, OpenGL, GLSL, Git/Perforce, Qt, WPF

Interested in: Graphics, Parallelism, Optimized workflows, Contribute to a better society