

Overview

Offering: *computer engineer* with the burning desire to contribute in interesting projects which require engineering of *efficient software solutions*.

Goals: seeking positions which would allow the applicant to gain *industry experience*, preferably in: *systems programming* and *computer graphics*.

Education

Linköping University (2016–2018): fulfilled the requirements for *M.Sc. in Computer Science*, within *Computer Graphics & Visualization* field.

Linköping University (2013–2016): fulfilled requirements for *B.Sc. in Computer Engineering*, within the *Software Development* specialization.

IT-Gymnasiet Västerås (2009–2012): their programme in *Technology and Science*. Focusing in *programming, web development, circuit design*.

Brazilian International Schools (–2008): a bilingual school, *English, Portuguese & Spanish*. Basic courses in *mathematics, physics, sciences...*

Experience

Research and Development (2016): as part of my *bachelor's thesis* for *Linköping University*, at *Ericsson R&D Linköping*. Investigated effects of *analyzing test coverage on large-scale systems*. Integrated *coverage gathering and analysis tools* in their *testing workflow*, modifying *build system* with *Python*, *testing framework* with *Java* and *production code* (for instrumentation) with *C++*. Allowing *Ericsson R&D* to gather *coverage data* from the *device under test* in *real-time* for later *analysis, test case selection and/or minimization*.

Free/Open-Source Software Development: contributions to several *free/open-source projects* in the form of *code, bug reports, documentation*. Steady contributor to the *glfw* library, providing cross-platform window, input, context handling, for *OpenGL/Vulkan* applications in *Win32/X11*. Unpublished *gcc* patch for *set test coverage tool*, was also developed, modifying: *gcov* and *glibc*.

Independent Game Development (2009–): *design and development of game prototypes* for several “*game jams*”, using *C/C++*, *OpenGL*, *HAXE*. Some of these have won awards in *Ludum Dare*.

Languages

English: certificate proves *professional fluency*.

Swedish: *native, and/or bilingual fluency level*.

Portuguese: *native and bilingual fluency level*.

Spanish: *intermediate proficiency* for speaking.

Proficiencies

Software Development: knowledgable in the *ISO C11/C++14* languages, among several others, and their *development toolchains* (e.g. *gcc, gdb*). Proficient in common *software engineering* tasks.

Embedded Software Development: able to *design and develop software* for *microcontrollers* using *ISO C11*, or common *assembly languages*. Also *synthesis of circuits* using *IEEE VHDL 2008*.

Computer Graphics and Image Synthesis: using the *OpenGL* API. Knowledgable in common *techniques for real-time rendering, shader/kernel programming* in *GLSL/CUDA/OpenCL*, and others. Theory for *modelling, animation and simulation*.

Computer Architecture & OS: understands the effects of *hardware & abstraction in software*; programming *multicore and graphics processors*. Good knowledge of inner workings in *GNU/Linux*.

Theoretical Computer Science: the concept of the *design and analysis of algorithms* (briefly), *overview of cryptography, compiler construction, lossless data compression, and machine learning*.

Certificates

Cambridge ESOL CAE C1: *English fluency*.

Trafikverket Drivers License: personal cars.

Cisco CCNA Discovery: for network setups.

Distinctions

ITG-Award Winner in Programming: 1st.

Yrkes-SM in Web Development: 3rd place.

Relevant

LinkedIn: additional information on projects on <https://linkedin.com/in/eriksvjansson>.

GitHub: projects and contributions are found within: <https://github.com/caffeineviking>.

References: given upon request, please contact.