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Work:

August 2014 -	**Data Ductus, Malmö, Programmer, Operations** Implementing a security solution for authentication and authorization. I also manage the operations of approximately 100 VM:s using Vsphere. These are exclusively CentOS servers.
June 2014 - August 2014	**Sammes Summer Scholarship** Together with a graphical artist I received a scholarship to develop a game during the summer after graduation. We made the game in the engine Unity 4 and the end result is a first person shooter similar to Quake.
March 2014 - June 2014	**Data Ductus, Malmö, Thesis work** For my bachelor thesis I examined the framework Xamarin with and its ability to share the codebase between Android, iOS and Windows Phone in C#.
Nov 2010 -	**BorgarAppen, Apparat Appverkstad** My own mobile app for students at Malmö Borgarskola. The app is a frontend solution for information available on several other sites on the web. Its available for Android and iOS. Most of the work is done server-side with PHP and MySQL for both html parsing and push notifications. In February 2013 I started the company Apparat Appverkstad.
June 2009 - May 2011	**Malmö City Library, Malmö** My main task was to restock the returned books to the shelves. I also helped visitors find books they searched for.
June 2012 - July 2012 June 2011 - July 2011 June 2008 - July 2008	**Skanska Direkt AB, Malmö** I helped with the reconstruction of office buildings. I worked both with building walls and laying floors as well as installing doors and moldings.

| Jan 2007 - April 2008 | **Svensk Direktreklam, Malmö** |
| | Sorted and distributed advertising to 225 houses once a week. |

Education:

Aug 2011 - June 2014	**Luleå University of Technology, Campus Skellefteå**
	Bachelor Programme in Computer Engineering, Game development.
Aug 2008 - June 2011	**Malmö Borgarskola**
	Natural science programme.
Aug 1999 - June 2008	**Lindängeskolan, Malmö**
	Elementary school

Languages:

| Swedish | Fluent in both speaking and writing. Native Language. |
| English | Fluent in both speaking and writing. |

Computer skills:

OS:	**Windows 7,10**, **Mac OS >10.6**, **Linux** (Debian 7, Ubuntu >12, CentOS 6 och Arch).
Programming languages: (sorted by experience)	C++, Objective-C, PHP, Python, Java -och CoffeeScript,
Tools:	Git, Subversion
	VSphere
	Sublime Text 3, Visual Studio, Eclipse
	Unity 4, Nebula 3

Other:

I grew up in Malmö with both my parents and my two sisters. During my time at university I studied game programming at LTU in Skellefteå and did my bachelor thesis at Data Ductus in Malmö. I am very ambitious and love solving technical challenges whether its regular programming or configuring a server. I have experience in a lot of different areas, I am a power user of all three major OS's and prefer lighter programs like Sublime Text over Visual Studio, although I have used them both a lot.
My primary interest lies on mobile platforms as well as web development.