Anime fan # 1, PhD

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EXPERIENCE

TECHNICAL SKILLS

SaaB AB, Aeronautics Linköping Systems Engineer, Advanced Programs 2024 - Present Computational Physics (EM) and Numerical Simulations related to Stealth Technology. University of the People Pasadena, CA (remote) Instructor 2024 Karlstad University / Katrineholm Technical College Karlstad / Katrineholm Student Teacher • Kompletterande pedagogisk utbildning for PhDs. Linköping University Linköping 2023 - 2024 Visiting Assistant Professor **Blekinge Institute of Technology** Karlskrona 2018 - 2023 PhD Student, Teaching Assistant and Lecturer • Research in graded ring theory with connections to Leavitt path algebras and quantum physics. Wematter AB Linköping 2016 - 2018 Software Engineer, R&D • Developed the software stack for an in-house developed SLS (Selective Laser Sintering) 3D-printer. • Utilized AI algorithms including genetic programming to create a novel software product for optimizing 3D printer batch jobs. Scania CV AB Södertälje Software Developer, R&D 2013 • Developed a Java tool to configure the vehicle instrument cluster. Java + Python. Riksteatern Stockholm Software Developer Intern 2010 - 2011 Developed a theatre venue booking web site. Fullstack development in PHP + HTML/CSS/JS. **EDUCATION** University of Skövde Skövde 2024-2025 Physics, 45 hp **Blekinge Institute of Technology** Karlskrona 2018-2021 PhD (tekn. dr), Applied Mathematics **Stockholm University** Stockholm MSc, Mathematics + 120 hp Computer Science 2009-2016 **AWARDS** Mittag-Leffler Institute Stockholm Prize for Excellent Master Thesis 2017

Python, C, C++, Java, Clojure, Javascript, HTML/CSS, Ruby, Git, Jenkins, Docker, Matlab, Linux