Daniel Johansson

Curriculum Vitae

Career

2018–2020 **System Developer**, *Axis Communcations*.

Mainly I have been working with Perl and system integration. This was in a project that aimed to upgrade the old system used by the customer support staff. It consisted of newly bought 3rd party software and both new and old internal systems. Other minor tasks:
- Some system maintenance of our servers together with the team.
- Worked to have proper documentation of the software developed setup and continually expanded.
- Automated minor tasks and tried to automate GDPR requests but wasn't fully completed.
- Collaborated a bit with a neighboring team in machine learning.
- Some frontend. Did not enjoy it very much.

Education

2013–2018 **Master Computer Science**, *Linköpings University*.

2010–2013 **Computer Game Development – Programming**, *University Skövde*.

2010–2010 **C++ Basic Course**, *University of Gotland*.
distance

2009–2010 **Game Development and Programming**, *Malmö University*.

2006–2009 **International Baccalaureate**, *Per Brahe High School*, Jönköping.

Master Thesis

Title Deep Learning with SkePU - A Skeleton Programming approach

Description Deep learning using convolutional neural networks parallelized with the help of skeleton algorithms provided by the framework SkePU. This thesis is not fully completed.

Runslingan 10c – 22477 Lund

070-4384048 | 073-3350746

djing_djang@hotmail.com • *www.devdaniel.eu*

Linkedin • *github.com/Vokda*

Bachelor Thesis

Titel To Grow a City

Description City generation with help of autonomous agents.

Languages

Svenska First Language

English Fluent

Español Understand the language pretty well as it is my mother's first language

Computer Related

Languages
- C/C++
- Perl
- Bash
- MySQL
- Python
- C#
- Lisp
- Assembler
- PHP
- Prolog
- Java
- HTML
- CSS
- Javascript

Projects
- sc4_region_generator
- Libgrid
- trump_tweeter
- LiU Game Jam
- Block Frog
- Lonily Harts.
- A myriad om smaller script automating processes.
- See github for more.

Software	o Linux
	o Vim
	o Regular expression
	o Valgrind
	o gdb
	o SkePU
	o Apache
	o Ansible
	o i3
	o awk
	o Jira
	o Confluence
Techniques	o Scrum
	o kanban-ish

Linux Specific

Linux	About 4 years of experience. All my devices run in it one form or another
Distributions	o Debian
	- Stable
	- Testing
	- Unstable (my main computer runs on this)
	o Ubuntu
	o Raspbian
	- home server
	- emulator of old game systems for siblings
	- assisted friend to setup and troubleshoot the same as previous point
	o Gentoo (compiled and optimized for one of my laptops)
	o Arch

Projects Specifics

Danielian NameGenerator
An application that generates names. The names may not be fitting for real people but for a fictional character it would work. Names are generated based on how often letters occur. Occurance of each letter can be changed in the app. This was first a part of a game but the name generation part became much more interesting so it became its own application. `https://play.google.com/store/apps/details?id=danielian.nameGenerator`

Pick Me!
The application handles lists and can randomly pick an item from the list. Its primary application is for teachers. E.g.: A teacher can add all pupils into the list and then randomly select one pupile to answer a question. `https://play.google.com/store/apps/details?id=com.pick_me.daniel.pick_me`

Block Frog
A cross-platform platform game written in C++ with our own network module based on SFML's Network library. There is a button to force synchronization with the host as refernce. Runs on Windows and Mac (it was written before I switched to Linux). `https://github.com/carleryd/Block-Frog`

My Homepage
It's my homepage! Written from scratch, and runs on my own raspberry pi server. You can find it here: `www.devdaniel.eu`

Miscellaneous

Driving Lincense
B