

CV - Jonas Nilsson

About

Jonas has a burning interest for programming and software developing. He is used to work in project form (f.eg. Scrum) and leading own projects. Jonas has good social skills and is easy to cooperate with.

Programming and software experience

Much experience of: C++(98 to 20), Cmake, Git, Embedded C, C#, Java, Python, OpenGL & GLSL, Direct3D, Nvidia Cg, Matlab, SVN, Visual Studio, Clion, Eclipse, NetBeans, Jenkins, Ant, Artifactory, Conan, HLA, Unity.
Experience of HTML, PHP, SQL, Scheme.

Used to work with Windows, Unix/Linux and OSX.

Current position

From September 2013, Research engineer at FOI in Stockholm. Developer on a fighter jet flight simulator facility. Mainly working with C++ development of new features.

Previous jobs:

Software engineer, June 2010 – September 2013.
Software engineer at Comsol AB in Stockholm. Rendering and GUI programming working with C++ and Java.

Software engineer, January 2009 – June 2010. At Movinto Fun AB in Kista. Programming a game robot in c. Responsible for project planning, software design and implementation.

Consultant, June 2008 – December 2008
Working for Dfind at Ericsson in Älvsjö with test of new drivers. Write test script in TCL/Expect to setup test environment and send traffic.

Internship, autum 2007 – spring 2008
At CRS4 (<http://www.crs4.it/>) on Sardinia in Italy. Worked in their visualization group and wrote my master thesis.

Education

MSC in Medietechnology at Linköping University which was finished in spring 2008. The education was focused on computer graphics, programming, image processing, signal processing and compression for audio and video.

Example projects

Published Android game made in Unity.
(<https://play.google.com/store/apps/details?id=com.kajon.frogflick>)

Master thesis at CRS4 concerns medical volume rendering on a holographic monitor. Work is part of an article published in The Visual Computer nr 9 2009.

Portfolio

<https://gitlab.com/Kajonn>

<http://portfolio.kajon.se>

Interests

Computer games, programming, miniature model painting, music, science and technology.

Languages

Swedish: Native
English: Fluent
Italian: Beginner
German: Beginner
Finnish: Beginner

Contact

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