

## Profile

I am a hard working and detail oriented student seeking internships to apply and expand my knowledge. I love numbers, learning new things and like to do things a little bit different.

## Education

2017 - 2020  
GPA - 4.9/5.0

BS in Computer Science and Engineering  
Lund University, Sweden

## Work and projects

Software Development Teaching Assistant, 8/2018 - 1/2019

📍 [Lund University](#)

I am responsible for assisting and teaching all BS students studying programming at Lund University. My responsibilities include:

- Teaching both fundamental and advanced concept in object-oriented and imperative programming.
- Training critical and computational thinking.
- Helping students debug or implement functional and efficient algorithms.

QAVO - Puzzle Platformer Game, 2018

Developed a 2D side-scrolling game where you navigate a cube through the various pieces of a sliding block puzzle. The game was:

- Designed using Adobe Illustrator and developed in Unity using c#.
- Awarded a scholarship from Tekniska Föreningen for its ray casting-based physics.

## Skills

### Development

- Java
- Unity (C#)
- HTML/CSS
- SQL

### Design

- Figma
- Adobe Illustrator

### Language

- Swedish
- English