### Alexander Eklund

Master's Programme in Computer Science, Spec. Interactive Systems



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Software Developer motivated by innovation and blending broad technical knowledge. Driven by creative problem-solving and a collaborative approach, with hands-on experience gained while being a part time consultant during my studies, and specialized tech knowledge gained from studying in Seoul National University of Science and Technology in South Korea.

| Software   | Courses   | Tools   |
|--|---|---|
| Programming languages Typescript, Java/Kotlin, Python, C#, Elixir, Rust Databases MySQL, PostgreSQL, MongoDB | <ul> <li>Machine Learning and pattern recognition</li> <li>Neural networks and learning machines</li> <li>Algorithms and data structures</li> </ul> | <ul> <li>CMS (Git) - Bitbucket, Github, Gitlab</li> <li>Software development - JIRA,<br/>Confluence</li> <li>Linux, Neovim, Tmux</li> </ul> |
| API REST, GraphQL, gRPC Other: Docker, Jenkins, UE5, Ansible, AWS, Microsoft Office                          | <ul> <li>Real-time graphics and computational geometry</li> <li>Real-Time Systems</li> <li>Mobile and distributed computing systems</li> </ul>      | Languages Swedish - Native speaker English - Professional proficiency (C2) Spanish - Native / Mother Language                               |

#### **EDUCATION**

| 2019 ~ 2024 | Luleå University of Technology, Sweden  |
|-------------|---|
|             | <ul> <li>Degree of Master of Science in Engineering, Computer Science and Engineering</li> </ul>          |
|             | <ul> <li>Overall GPA 4.5 / 5.0 Swedish (3.9/4.0 American)</li> </ul>                                      |
|             | • 2 Recommendations from professors   |
| 2022 ~ 2023 | Seoul National University of Science and Technology, Republic of Korea                                    |
|             | <ul> <li>Courses focused on programming and computer science</li> </ul>                                   |
|             | (Programming Languages, Intelligent Vehicles, Mobile Programming, Professional                            |
|             | Communications for Engineers II and Popular Culture in Korea)   |
| 2017 2010   |   |
| 2015 ~ 2018 | Rudbeck Freedom of Choice High School in Stockholm, Sweden  |
|             | <ul> <li>Technical programme, Spec. Information and media technology. Overall GPA 16.20 / 22.5</li> </ul> |

### **WORK & VOLUNTEER EXPERIENCE**

2024 ~ now (Part-time) IAM Developer | Arctic Group, Stockholm, Sweden

 Designed and deployed Identity & Governance solutions for streamlined access controls and user provisioning for customers. RSA Identity & Governance, RSA SecureID+

| 2024        | <b>Teacher assistant</b>   LTU, Luleå, Sweden                                | Python, PyTorch, Tensorflow,      |
|-------------|--|-----------------------------------|
|             | <ul> <li>Neural networks and learning machines</li> </ul>                    | LangChain                         |
| 2023 ~ 2024 | Software Developer   Arctic Group, Luleå, Sweden                             | Angular, Java (Springboot), JIRA, |
| (Part-time) | • Designed and developed Admin platform for gathering analytics and          | Confluence, Bitbucket, Nx,        |
| , ,         | managing tickets for all company internal services                           | Material CDK, Storybook,          |
|             | <ul> <li>Developed design system for use in all internal projects</li> </ul> | TailwindCSS                       |
| 2015 ~ 2017 | Website developer   Haga expo, Stockholm Sweden                              | Wordpress, PHP, CSS, CPanel       |
| (Summer)    | <ul> <li>Developed Company websites for various customers using</li> </ul>   |                                   |
| , ,         | wordpress, configuring web portal and DNS.                                   |                                   |
|             |  |                                   |
|             |  |                                   |

### **VOLUNTEER**

| 2020 ~ 2022 | President of student premises  |  |
|-------------|--|--|
|             | Luleå University of Technology, Luleå, Sweden  |  |
|             | <ul> <li>Board member of ESS. Creating events and activities for students of the university</li> </ul> |  |
| 2020 ~ 2021 | Board member - Student Safety and Welfare Representative   |  |
|             | Computer Science division at Luleå University of Technology, Luleå, Sweden                             |  |
|             | <ul> <li>Made sure all premises relating to Computer Science were up to date and working.</li> </ul>   |  |

## **Detail skills**

| Programming  | Technologies used  |
|--|--|
| <ul> <li>Built an ecommerce website called <b>Suncare</b>, using React with material UI and typescript for the frontend. Supported with a WAMP stack backend, Full ACID transactions</li> <li>Received recommendation from the Professor for the project</li> </ul>  | <ul> <li>React (Typescript, Material UI,<br/>Redux)</li> <li>MySQL</li> <li>PHP - backend (requirement)</li> </ul> |
| Built a mobile application called <b>Binhunters</b> using Android Studio and Kotlin.   | <ul><li>Android studio</li><li>Kotlin</li><li>Jetpack Compose</li></ul>  |
| <ul> <li>Built admin application called ADAPP for IT department for simplified workflow of internal applications</li> <li>Multiple applications connected, and managed through one app</li> <li>Server monitoring, Database management, Automated logging</li> </ul> | <ul><li>Angular (16 &amp; 17 signals)</li><li>Material UI</li><li>Cypress</li><li>Jenkins</li></ul>                |

# **Certifications & Hobbies**

| Certifications  | Hobbies   |  |
|---|---|--|
| <ul> <li>1st place in Capgemini's React hackathon 2021</li> <li>Coding competition against 6 other teams</li> <li>RSA Governance &amp; Lifecycle Certified Implemente</li> <li>Udemy courses completed:</li> <li>Go: The complete Developer's Guide</li> <li>Rust Programming Course: From Beginner to Exper</li> <li>C++ Tutorial for Complete Beginners</li> <li>Design patterns in Modern C++</li> <li>Angular - The complete guide</li> </ul> | <ul> <li>General software theory (Design patterns,<br/>Architectures etc.)</li> </ul> |  |