

# Lars Andersson

**bio** I have an interest in technology, software development and graphics design. I spend a lot of my spare time on one of my biggest passions - game development.

tel: +46 (0)76 804 19 65  
email: laranda@student.chalmers.se  
portfolio: [larsandersson.info](http://larsandersson.info)

**experience** 2018 - present **Software Developer** at Svenska Ledargruppen

- o Redesigning and simplifying old complex user interface
- o Developing web-based applications targeted for both mobile and non-mobile devices

2017 - present **Teaching Assistant** at Chalmers University of Technology

- o (master level) EDA223 - Real-Time Systems
- o (bachelor level) DAT455 - Introduction to Python
- o (bachelor level) LET626 - Introduction to Real-Time Systems
- o (bachelor level) LEU432 - Introduction to Computer Engineering

**education** 2019 - present **Chalmers University of Technology, Master level**

- o Studying for a master's degree in Computer Systems and Networks

2016 - 2019 **Chalmers University of Technology, Bachelor level**

- o Bachelor's degree in Computer Engineering

2013 - 2014 **Jönköping University, Introductory year**

- o Mathematics, Physics and Chemistry

**projects** 2019 **Bachelor's Thesis - Objective Tiny-Timber : OTTO**  
Creation of an object-oriented language and a precompiler, as an alternative to real-time C, with the purpose to improve and facilitate laboratory assignments within the course EDA223 - Real-Time Systems at Chalmers and the University of Gothenburg. [Thesis](#)

2018 **Traffic Monitoring and Visualization**  
Collection of real-time data over Gothenburg, visualized on a webapplication with AI-based predictions of future traffic situations, as a project in the course *DAT066 - Project* at Chalmers, in collaboration with Cybercom - [Project report \(swedish\)](#)

2018 **Route Recorder**  
Android application made to be run on a Volvo car with the purpose to record driven routes and to visualize them as a heatmap on the in-car screen. Project in course *DAT256 - Software Engineering Project* at Chalmers

2017 **Minecart Maniac**  
Android game, inspired by games such as Flappy Bird or Temple Run [Google Play Store](#) and [App Store](#)

2016 **Illfated**  
Roguelike dungeon crawler game that takes inspiration from classic retro games as well as more modern roguelikes - [trailer](#)

**technical** **Languages** GML, HTML + CSS, JavaScript, Java, Python, C, C++  
**Environments** Windows, Linux, OSX, PostgreSQL, MongoDB, Git, Scrum

I enjoy, and have ease of, learning new technologies.

**references** **References available upon request.**