

Jesper Lund



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Education

Master of Science in Media Technology

Linköping University

Specialization in Computer Graphics, Web Development, UX, AI, Data/Immersive/3D Visualization and Image Processing.

Norrköping, Sweden

2017 - (2019)

Bachelor of Science in Media Technology

Linköping University

Norrköping, Sweden

2014 - 2017

Recent Work Experience

Software Developer

Agricam AB

Summer internship extended to part-time employment alongside my studies. I developed a new graphical interface for Agricam's main product Caddi. The main focus was on user experience and finding intuitive ways to collect and present accessible data.

Linköping, Sweden

June 2018 – Jan 2019

Form Teacher

Linköping University

I was responsible for one of the new Media Technology classes during their first months at the university, with work tasks such as giving lectures to provide practical information about university studies.

Norrköping, Sweden

Aug 2017 – Oct 2017

Software Engineer Intern

QlikTech International AB

Summer internship in the Sense Analytics team. I developed a logging API in JavaScript, which purpose was to collect usage data of Qlik's data visualization software Qlik Sense.

Lund, Sweden

June 2017 – Aug 2017

Web Developer Intern

Combain Mobile AB

Summer internship where I developed a web based animation of indoor positioning in buildings with WebGL.

Lund, Sweden

June 2016 – Aug 2016

Process Monitor

Trelleborg AB

Project employment where my main task was to help develop a monitor program for injection presses in a factory and then monitor and analyze the system.

Trelleborg, Sweden

Aug 2013 – Jan 2014

Projects (more on GitHub)

Notes 3D

Web based piano game in 3D controlled by a MIDI keyboard.

JavaScript

Monte-Carlo Ray Tracer

A ray tracer developed in C++ to render 3D scenes using ray tracing.

C++

Visualization of African Conflicts the Past 6 Months

An interactive and web based visualization application which uses data mining methods.

JavaScript

Procedural LOD Island

An interactive visualization with 3D-graphics completely generated by procedural methods.

WebGL, GLSL

Languages and Technical Skills

Languages: Swedish (native), English (fluent).

Programming: C++, C#, Java, JavaScript, HTML/CSS, React, MATLAB, OpenGL, GLSL **Other:** Git, Scrum