

# 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 he is easy to cooperate with.

## Programming and software experience:

Much experience of: C, C++, c++11, Cmake, Git, Embedded C, C#, Java, Python, OpenGL & GLSL, Direct3D, Nvidia Cg, Matlab, SVN, Visual Studio, Eclipse, NetBeans, Jenkins, Ant, Artifactory, Conan, HLA.  
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**, autumn 2007 – spring 2008  
At CRS4 (<http://www.crs4.it/>) on Sardinia in Italy. Worked in their visualization group and wrote my master thesis.

## Education:

**Engineering** 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:

**BodyBug** game robot at Movinto Fun using accelerometer for gestures and dances

**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:

<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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