Lars Bergman

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Portfolio: lasse93.github.io

About Lars

Lars recently graduated and took his master's degree in Media Technology at Linköping University. My goal is to work within an organization where I feel I can use my skills and passion within programming or design to its fullest.

Education

2012 – 2020 Master's degree in Media Technology, Norrköping, Linköping University

- Media technology contains a wide set of courses within computer software. To mention a few: C++, VFX film production, Artificial intelligence for interactive media, Graphical design and communication. Nevertheless a lot of math and game/web-development courses.
- Thesis work where me and a handful of students made a multiplayer game for handheld devices to be played on a dome-theater.
- Master thesis work 2019-2020, made a 3D visualization tool for the web, using WebGL and javascript libraries such as Three.js, node.js, babylon.js. I looked into PBR and different techniques for: mapping methods, materials, lighting conditions to achieve good visual appeal.

2009 – 2012 High school, Teknikprogrammet - IT, Polhemsskolan, Gävle

Experience

2012	Geriatric care,	Internship, Gävle
	•	Worked at the demented-section during the summer.
2013 – 2015	Accountant,	Pub Vattentornet, Norrköping
	•	Student-driven pub where I worked as an accountant.
2018-2019	Sweep snow,	KET Trädgård, Gävle
	•	I helped KET Trädgård och anläggning with snow clearing
2019-2020	3D-modelling,	Valbo Trä, Gävle
	•	Worked for Valbo Trä and made 3D-models of splines.

Other qualifications

Driving Licence B

Online certificates in Web-development(Javascript/HTML/CSS)

Skills

Programming Languages – C++, C#, Java, Javascript (Three, Node), React, HTML5, CSS, ES6, Python, GLSL, Matlab, WebGL, Typescript

3D modelling software – 3ds Max, Maya

Office package – Good knowledge, especially in Excel and Word

Indesign/Illustrator – Made flyers and posters

Photoshop – Good knowledge, sparetime and some courses

Premiere/After Effects – Good knowledge, hobby and courses

Agile methods – Scrum

Languages

Swedish– Mother language **English** – Fluent