

Curriculum Vitae

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Contact information

Name	Markus Johnsson
Date of birth	December 5th 1984
Gender	Male
Address	Vattengatan 15 602 20 Norrköping Sweden
Telephone	+46 (0) 709 75 74 02
E-mail	markus.johnsson.84@gmail.com

Education

2004 -	MSc in Media Technology and Engineering, 270 ECTS Subjects including but not limited to computer graphics, mathematics, modeling and simulation, software development and image processing. Linköping University, Sweden. Expected graduation: June 2009
2003 - 2004	Military service in Swedish Army Training in Swedish army as gunner on combat vehicle Strf 9040. Reference: Captain Magnus Andersson (magnus.andersson@p4.mil.se)
2000 - 2003	Natural Science programme, Mathematics and Computer Science branch Upper secondary school, Falkenberg's Gymnasieskola

Work experience in software development

2008 (june-dec)	Linköpings Univeristet, programmer / research engineer Designed and implemented the GAV Flash framework, which is an information visualization component library for Adobe Flash Player. Exceeded the expectations of the employer within a couple of weeks and soon both <i>Organisation for Economic Co-operation and Development (OECD)</i> and <i>Statistics Sweden (SCB)</i> were interested in the software. A lot of work spent optimizing and profiling the framework and applications for the limited platform. Learned how important it is to understand the workings of the underlying (in this case virtual) machine. An application built with the framework for OECD will be launched as part of oecd.org Oct. 27, 2008.
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Reference: Professor Mikael Jern, Telephone: +46 (0) 703 16 90 02

2003 -
My own business
Web design and web page development for small businesses and organisations.
www.pending-mekaniska.se
www.sloingelantman.se
www.lillaskee.com
www.sloingetennisklubb.org

Work experience in other areas

2004 (may - aug) Arla Foods, dairy factory worker
2005 (june - aug) Reference: Kaj Nordström (contact information submitted by request)

2000 - 2002 (summers)
Farmer assistant
At my fathers farm. Reference: Mats Jonsson (contact information submitted by request)

Non-profit work

2007-2008
Part of editorial staff of Magenta, the Official Media Technology magazine
Duties including writing articles and rebuilding the Magenta web page from scratch.
www.magenta-online.com

Awards

2008
Winner of MT Awards, Aesthetic and Content category
For our evolution simulation "*Linnaeus*".

Technical Skills

- Experienced programmer, mainly using C# (mono/.NET), ActionScript 3 and PHP, but also Java, C, C++, Python and Matlab. Some experience with MSIL and x86 assembly.
- Familiar with programming on Linux using mono or GNU tools such as GCC, GNU debugger and GNU autotools or with the Eclipse-based Adobe Flex Builder on Windows. Some experience with Microsoft development tools such as Visual Studio.
- Knowledge of APIs: OpenGL (including GLSL), .NET, Adobe Flex, STL, Java and GTK+/GNOME.
- Modelling, simulation and visualization. Implemented interactive collision detection and rigid body simulation.
- Limited experience with, but knowledge of agile development methodologies such as Extreme Programming, Test Driven Development and Scrum.
- Professional web development using Adobe Flex, Django (python) and Zend Framework (PHP 5+). Excellent knowledge of XHTML and CSS.
- Scripting, basic 3D modelling and compositing using Blender.

Language Skills

Advanced level Swedish (native tongue).
Intermediate level English (written and spoken).