

AlexanderLingtorp

indie dev, student, nerd

about

Alexander Frank
Lingtorp

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github/Entalpi

www.lingtorp.com

languages

swedish/english
basic polish
elementary german

interests

OpenGL, algorithms, \LaTeX , running, game technology, Dungeons & Dragons, computer graphics, game development, C++, software architecture, Magic: The Gathering

education

2017 - 2019 **Master of Science in Computer Science & Engineering**

Royal Institute of Technology (KTH), Stockholm, Sweden

Specialization in Computer Graphics, Scientific Computing.

2018 **Exchange semester M.Sc in Computer Science**

Technische Universität München (TUM), München, Germany

2014 – 2017 **Bachelor of Science in Computer Science & Engineering**

Royal Institute of Technology (KTH), Stockholm, Sweden

experience

2018 **Software Engineer** UX3D, Germany

C++, *glTF*, *computer graphics*

Investigated how subsurface scattering can be formulated as an extension to the glTF model format.

2017 **Embedded Software Engineer (Internship)** Megger

embedded platforms, *C*, *Nuklear*

Investigated potential implementations for various future products.

2015 **Lead iOS Developer** Greenely

Swift, *startup*

Worked on iOS applications where I took the technical lead.

publications

2017 **Performance comparison of parallel turbulent noise evaluation with different gradient selection methods** B.sc Thesis

computer science, *GPGPU*, *OpenCL*, *noise generation*

Investigated serial and parallel implementations of the Perlin noise algorithm.

sample of projects

2017 **MeineKraft** Github

C++14, *OpenGL 4.6*

Rendering engine written from the ground up as a study of computer graphics.

2015 **PongC** Github

C, *nCurses*

The classic game Pong in the terminal.