

CV
Oskar Åkerlund
17/03/2008

Chief Competence

- Purposeful
- Takes initiative
- Dedicated in problem solving
- Great knowledge in programming
- Experience from project work

Education

- 2008 (jan-jun) Master's Thesis at the University of Massachusetts**
Clustered importance sampling for fast reflectance rendering.
- 2003-2008 Master of Science in Media Technology and Engineering, 300 ECTS.**
Linköping University, Norrköping, Sweden.
This education gave me a strong theoretical foundation in mathematics, physics and programming methods as well as experience in key subjects such as Real-time Rendering, Virtual Reality and Game Design. My major is within Computer Graphics. Expected graduation in the summer of 2008.
- 2006-2007 Computer Science, 60 ECTS.**
University of Massachusetts, Amherst, USA.
Exchange student, graduate level. Took courses in Computer Graphics and Leadership. Participated in projects and research in the Graphics Group of the Computer Science department.
- 2005 C# For Programmers, 7.5 ECTS.**
Gotland University, Visby, Sweden.
- 2002 Natural Science Programme, technical branch.**
Upper secondary school
Bromangymnasiet, Hudiksvall, Sweden.
Received diploma for good study results.

Publications

- 2007 Precomputed Visibility Cuts for Interactive Relighting with Dynamic BRDFs**
Oskar Åkerlund, Mattias Unger, Rui Wang.
Proceedings of Pacific Graphics 2007.
University of Massachusetts, Amherst, USA.

Employment

- 2001-2007 Web Developer / Key Customer Manager.** WGR Data AB, Hudiksvall, Sweden.
Web development and hosting. Created advanced online products for companies such as Holmen and Stora Enso. Arranged meetings, gave talks and educated key customers. Created one of the most sold web store systems in Sweden.

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Non-profit Work

- 2005-2006** **Active member** in the web group of the Media Technology student board.
- 2005-2006** **Proof-reader and reporter** for Magenta, a magazine for students and teachers of the media technology trade.
- 2005-2006** **Cashier** in the housing association Borrådet Dalkarlen.
- 2003-2006** **Student representative** in the Media Technology student board.
- 2004-2005** **Member** i the election committee of the Media Technology student board. Encouraged people to commitment by making them apply.
- 2005 (aug)** **Head guide** in the welcoming committee for new students at Linköping University. Was responsible for one class and their guides.

Language Skills

Swedish - mother tongue
English – fluent

Computer Skills

Great knowledge and understanding of C++, OpenGL, Direct3D 10, Cg, GLSL, HLSL, C#, Java, ADA, PHP, ASP (vbScript), SQL, JavaScript, XML, Matlab. Used to working in tools such as Photoshop, Premiere, Illustrator, HDRShop and 3dsmax.

Honors and Awards

- 2007** **Scholarship for Master's Thesis, Norrköpings Polytekniska Förening**
- 2007** **Scholarship for Good study results, John Lennings Stipendiefond**
- 2007** **NOSP MT-Awards**
The jury's honourable mention for best project with "Colroy" – an image search engine. Nominated for best aesthetic project with "Elephant Run" – a platform game.
- 2006** **Scholarship for Studies abroad, Linköping University**
- 2006** **ProNova Science Park MT-Awards**
Nominated with "Rigid Body Simulation" and "Jump 'n' Bump 3D" for best project.

References

Submitted by request.
Complete portfolio available on www.oskarkerlund.com.