



PHILIP SKÖLD

CURRICULUM VITAE

My name is Philip Sköld. I'm 23 years old and currently pursuing a Master's in Computer Science, focusing on algorithm construction and computer graphics. I am an ambitious software developer, particularly interested in simulation and rendering. Some of my other big interests are to rock climb, cook and make computer games!

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{ SKILLS

PROGRAMMING LANGUAGES

C++ • HLSL • C# • Javascript • Python • HTML/CSS • Java

DEV & SOFTWARE

Shader Programming • .NET
AngularJS • Unity • Photoshop
InDesign • Git

GENERAL SKILLS

Agile Development • Complexity
Theory • GPU Programming
Computer Graphics • Teaching
Problem Solving

≡ EDUCATION

2013 Aug. - Present

Master of Engineering (MEng), Computer Science

Royal Institute of Technology, Stockholm

2010 Aug. - 2013 Jun.

Bachelor of Applied Science (BASC), Media Technology

Royal Institute of Technology, Stockholm

2007 Aug. - 2010 Jun.

Architectural and Building Sciences and Technology

Erik Dahlbergsgymnasiet, Jönköping

WORK EXPERIENCE

2015 Sep. - Present.

Master Thesis Student

Fatshark, Stockholm

I am currently working with my master thesis at Fatshark in Stockholm, looking at Unified Volumetric Rendering for their current title Warhammer End Times - Vermintide.

2015 Jun. - 2015 Sep.

Extreme Blue Intern

IBM, Amsterdam

Summer 2015 I participated in IBM's world renowned internship Extreme Blue, working on a project to help the young and disabled in the Netherlands.

2011 Jan. - 2015 Sep.

Assistant Teacher

Royal Institute of Technology, Stockholm

I have been TA in several courses at KTH, including *Computer Graphics, Models and Simulation* and *Applied Computer Science*. I've held introductory lectures in C++ and helped the students in their work building a raytracers and a rasterizers. I have also designed labs in *Models and Simulation*, from concept and intended learning outcomes to code skeletons and lab specifications.

2014 Jun. - 2014 Aug.

Software Engineer

Goo Technologies, Stockholm

At Goo Technologies I was responsible for planning and implementing their learning platform, including the workflow of creating new learning resources. On my LinkedIn profile my supervisor, Victor Sand, have written a short recommendation after my time working there.

2013 Jan. - 2013 Dec.

Student Programme-Coordinator

Royal Institute of Technology, Stockholm

2013 I was student programme-coordinator for Media Technology. My greatest achievement during this period was to initiate and help in the process of developing an official Computer Science specialization within MediaTechnology. I am happy to see that it is now possible for students in Media Technology to pursue a masters in Computer Science!