Name: Thomas Nordström
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CV

About me

I want to be helpful to people. I like fixing things and I'm prone to tighten any loose screws I find. Ever since I started programming, I've loved it both for its interesting problem-solving and as a creative outlet.

Education and work

2016-2020 Software Developer, Saab Kockums Training & Simulations
> *At Saab, my first task was to develop a way to automatically generate complete terrains for naval training simulators from geographic data to replace or complement expensive hand-modelled terrains. I was later put on a team maintaining an Air Traffic Control training simulator with bug reports and feature requests coming directly from a client.*

2014-2017 Game Programming, The Game Assembly

2011-2014 Substitute newspaper carrier, Tidningsbärarna

2008- Computer Science, Lund University faculty of Engineering (unfinished)

Skills

C++, C++/CLI, C#, HLSL, Lua script
Git, TFS, SourceTree
Visual Studio, Unity, Photoshop
Geographic Information System (GIS) data, PostgreSQL, PostGIS, OpenStreetMap data
Agile development, database management

Other

Driver's license Type B
Radio Operator in the Swedish Home Guard
HAM radio certificate (SM7YTY)

Hobbies and interests

I've loved playing games ever since I got my first computer. I also enjoy watching cartoons and war films and have a small group of friends that I play Dungeons and Dragons with on a near-monthly basis. Occasionally, we play various board games as well.
While I spend most of my free time on my computer, I also have a love for nature and will take scenic routes when time permits. I adore birdsong, animals and the colours of the trees, though I'm not very good with insects and other creepy crawlies.
I love dogs, but have sadly never owned one myself.

References will be provided on request.