

C.V. Kalle Bladin

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Goal profile

A position as a developer of tools used by creative people in the field of computer graphics, modelling, simulation and visualization.

Education

Bachelor Aug 2011-Jun 2014	MSC in Media Technology and Engineering , 4.87 [5.0], Linköping University, Norrköping, Sweden
Master Aug 2015-Sep 2016	

Computer graphics and scientific visualization.
Master thesis: **OpenSpace: Design and Implementation of an Out-of-Core Globe Rendering System using Multiple Map Services** at the American Museum of Natural History, New York, USA.

Aug 2014-May 2015	Exchange year , 4.3 [5.0], Nanyang Technological University, Singapore
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MSC Digital Media Technology, Computer Engineering.

Aug 2007-Jun 2010	Technology program , 17.4 [20.0], Bromangymnasiet high school Hudiksvall
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Work experience

Feb 2017-Present	Research engineer , Linköping University
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Development of interactive visualization softwares for immersive environments such as clustered dome theatres and touch tables.

Mar 2016-Sep 2016	Software developer , American Museum of Natural History, New York, USA
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Development of the software OpenSpace for astro-visualization in planetarium space shows. C++, OpenGL Lua, clustered rendering.

Jun 2015-Aug 2015	Mobile game developer , Attentec, Stockholm, Sweden
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Design and development of a mobile game for IOS, Android and Windows Phone.

Sep 2012-Mar 2013	Mathematics tutor , Linköping University, Norrköping, Sweden
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-Media technology engineer and computer scientist with strong interest in computer graphics and visualization

Math tutor in the courses Mathematics foundation course, Linear algebra and Calculus I.

Jan 2010-Jun 2013	Freelance illustrator , Self employed
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Digital illustration of a children's education book and album covers as well as covers for magazines.

Language and computer skills

Swedish:	First language
English:	Fluent

Programming and scripting languages:

C++, C, C#, Javascript, Python, Java, Lua, HTML, PHP, CSS

Operating systems:

Mac OSX, Linux (Ubuntu), Windows

Softwares:

Matlab, Git, Unity3D, Maya, 3ds Max, Blender
CMake, Photoshop, Renderman

API:s and frameworks:

OpenGL, WebGL, CUDA, OpenCL, Leap Motion,
GDAL, Qt, Maya C++ API

Other:

Computer graphics, Image processing, Real time rendering, Virtual reality, Numerical simulation, Digital art, Concept art, LaTeX

Other merits

Scholarships:

- Swedish engineer's scholarship, 2015
- Norrköpings Polytekniska förenings scholarship, 2014
- Tryggve holms scholarship 2014
- Environment student of the year, Bromangymnasiet, 2010
- Best project, Bromangymnasiet, 2010

Awards:

- Orange cube, most creative project, Linköping University, Media technology program 2012
- First price in the MAGIC Game Challenge, Nanyang Technological University, Singapore 2014

Merits:

- Coach at CoderDojo (programming for children)
- Swedish drivers licence

Personal

I spend much of my time drawing or working on personal programming projects. I also have a great interest in science.