H E N R I K S E D V A L L

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👤 PROFILE

- Developer with a **knack for physics and AI**
- Professional background in **software- and agile development**
- Experience in leading projects from **concept to deployment**

⌨ WORK EXPERIENCE

AI Programmer
DIMFROST STUDIO

May 2023 — Dec 2023
⚲ Norrköping, Sweden

- Internship where I researched, prototyped and implemented AI-related game features and techniques (e.g. **Learning Agents**, Behavior Trees), but also helped develop and refine general structures for software architecture
- Created components for gameplay using the **Gameplay Ability System**, e.g. interaction- and detection system
- Participated in the regular development workflows in cross-disciplinary teams on an unannounced **AA game**

Machine Learning Engineer
ADVECTAS/CAPGEMINI

2019 — Today
⚲ Gothenburg, Sweden

- Planned and led projects at several companies, both **startups and larger corporations**
- Tasks including churn analytics, NLP, anomaly detection and sometimes web app development, with deployed solutions in cloud services (e.g. **AWS**), always using a variety of Python tools (e.g. **TensorFlow/PyTorch**) and **SQL**
- I have also **held technical interviews** with candidates and I have been **mentor** for junior consultants

Software Engineer
SIGMA IT CONSULTING

2017 — 2018
⚲ Gothenburg, Sweden

- Developed software features for radio base stations at Ericsson in a **cross-functional** team
- Work included feature design and planning, unit testing and test automation (Jenkins)

🏛 EDUCATION

Game Programmer
FUTUREGAMES

2021 — Today
⚲ Remote/Skellefteå, Sweden

- Higher vocational education in game development with **Unreal Engine** and Unity with focus on programming
- Emphasis on team projects, but also courses covering design patterns, ECS, networking, OpenGL and OpenCV etc.

M.Sc. Engineering Physics
UPPSALA UNIVERSITY

2010 — 2017
⚲ Uppsala, Sweden

- Major in Computational Science - a profile that combines engineering, physics, math and programming
- Emphasis on problem solving in the domains of **high performance computing**, **computer graphics** and **machine learning**

🔧 SKILLS

Programming:	**C++, Python**, C#, SQL, Bash
Software Tools:	**Unreal, AWS, Git, Linux**, Docker, Unity, Perforce, UML, Jira
Professional Experience:	Scrum, MLOps, Project leading, Feature planning, Jira, Mentoring
Certifications:	SAFe Scrum Master (Jan -23)
Languages:	Swedish (native), English (fluent)