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Joshua Bäckström

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Education

Linköping University AUG 2015 – JUN 2019

• Bachelor of Science in Computer Engineering, Completed 135 credits

Södertälje S:ta Ragnhildgymnasiet AUG 2011 – JUN 2014

• Natural Science Programme

Languages and Technologies

- Proficient: Typescript/Javascript, HTML, CSS, C/C++, Git, Visual Studio Code, Excel
- Familiar: React, Python, Assembler, Node.js, SFML/SDL, Godot Engine(GDScript), DaVinci Resolve
- Prior Experience: Ada, VHDL, MySQL, Emacs, Unreal Engine 4

Projects

- Web Quiz A competitive multiplayer quiz game that anyone can play in their web browser. You can create private rooms with livechat and randomly generated quizzes. Typescript, HTML, CSS, Node.js
- Hamster Mania A 2-player 2D platforming game where you play against each other over web sockets. Eliminating each other by jumping on their head was encouraged. C++, SFML, TinyXML-2
- Sky Writer A physical alarm clock that displayed the illusion that time was hovering in front of you, accomplished by rotating an arm with light-emitting diodes attached. Two digital times hovered that could be changed with an IR-emitter and let out a loud noise when the times matched. Assembler, microcontrollers
- **Pomodoro Technique Timer** A time management tool for the PC with the method developed by Francesco Cirillo. Work and rest time is entered at startup and it will loop between them with a noise. Total work time is saved between sessions in different categories. **Godot Engine(GDScript)**
- Automation Automation of several games and programs. Primarily using the selenium library known games like Cookie Clicker and Seterra the geography game can be played automatically with a level of value consideration. Made a program that with a given search term automatically creates an image macro. **Python**

Employment

System administrator

MarketDirection

OCT 2022 - PRESENT

Stockholm

• Implementation of survey projects, operation, quality assurance, development and maintenance of IT systems. Together with client managers and system managers, collaborate in the various phases of the survey projects concerning design, database management and presentation of results.

Transcriber Appen JUN 2022 – OCT 2022

Remote

• Transcribe and annotate sound files used for machine learning.

Receptionist Swedish Tourist Association

JUN 2019 - AUG 2021

STF af Chapman & Skeppsholmen

• Worked at the front desk, café and restaurant. All positions required direct contact with guests for check-in/out and serving. Countless unpredictable requests needed to be solved with enormous time pressure.

Additional

- Fluent in Swedish and English
- Academic records and references are available upon request
- All programming courses in university used linux and all personal projects used windows
- More details, projects and about me can be found here: www.joshuabackstrom.com
- My face and completed courses are visible on LinkedIn