
Curriculum Vitae

Name: Per Marcus Westerlund

Born: 1977, Umeå, Sweden

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Title: Programmer

Personal Profile: I have been interested in computers since early childhood and developed my first games in basic on the Commodore 64, and I have been programming ever since. On the personal side I have a girlfriend and I like to travel.

Education 1997 – 2004 , University of Umeå
Master of Science and Engineering in Computing Science

Work Experience 2005-2007
Synergenix AB (also Kayak, also Oberon-Media)
Senior programmer
System integration in c/c++ on mobile platforms
System emulation in c/c++ on windows
Cross compiler developement (gcc)
Mobile game developement in java and c/c++

2004
University of Umeå (vrlab section)
Research engineer
Physics simulation and visualisation in c++

2000, 2001, 2002 – 2003
Grin AB
Senior/Lead programmer
Game system implementation in c++
Relased games: Ballistics and Bandits - phonix rising

1998 - 2001
University of Umeå (cs section)
Teaching assistant
Courses as Numerical methods, Java, Graphics and more
Mostly on unix/linux platform

Other Experience ACM Programming contest
2007
Outside of contest entry in nordic finals
Placed higher than all swedish in-contest entries

2002

Second place swedish finals
Third place regional finals (north western europe)

2001

First place swedish finals
Third place regional finals (north western europe)

2000

First place swedish finals
First place regional finals (north western europe)
Part eleventh place world finals (out of 60)

1999

First place swedish finals
Tenth place regional finals (north western europe)

1998

Eight place swedish finals

Special Skills

Main programming skills

Object Oriented design and programming in
C++ and java, also have php and c# experience

Computer graphics programming
Worked on a 3d engine in Direct X

Script language design and programming
Developed a scripting language from scratch

Programming skills

3D Programming
3D Sound FX Programming
Game Controller / Force Feedback Programming
Physics (master thesis on fluid simulations)
Network Programming
Embedded system programming
Html, xml, wml, ajax

Other Skills

Languages: *Swedish (native), English (very good),
German (poor)*