

Sebastian Olsson

Address: S:ta Helenagatan 1C, 541 30 Skövde

Phone: 072-30 11 086

E-Mail: S.Olsson91@gmail.com

Date of birth: 1991-02-15

Technical knowledge

Programming C++, C, Python, HTML/CSS, Javascript

OS Linux, Windows, Mac

Work experience

2021 - Game Programmer | Palindrome Interactive | Skövde

Currently working on an unannounced project.

2016 - 2020 It and Group Manager | Björndalens Elektriska AB | Trollhättan

Did a little bit of everything, for a while I was out pulling network cables and setting up networks. I installed the server and its infrastructure of the company. Answered the phone when clients called and made sure that one of the electricians got the work assignment. Made sure that the electricians had work to do. Sent invoices and made sure that they got paid. Took care of in and out deliveries to the warehouse.

2016 - 2017 Sales Associate | Webhallen Sverige | Göteborg (Part time)

Sold it and tech over the counter, cleaning and sorting in the store.

2015 - 2016 Software Developer | Minalyze AB | Göteborg

Together with one other person was building tools to a machine that the company had developed themselves to scan drillcores. Languages mainly used was C++ and Python.

2015 - 2015 Teamleader Camping | Skara Sommarland | Axvall (summer job)

Took care of the employees on Skara Sommarland Camping. Made sure that the desk staff and cleaners had work to do during the day. That the used cabins got cleaned and also so that the toilets around the camping were cleaned. I was responsible for around 40 employees. My tasks were among others educating the staff in cleaning and the check-in system. Also to make sure that the check-in went as smoothly as possible.

Education

2012-09 - 2015-06 Gamedeveloper - Programming | University of Skövde | Skövde

2011-09 - 2012-06 Network and Systemadministration | University of Skövde | Skövde

2008-08 - 2011-06 It-kommunikation and data security | Portalens High School | Göteborg

Language knowledge

Swedish Native

English Fluid

References

Provided on request