


JACOB KARLÉN

COMPUTER SCIENCE STUDENT

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SKILLS & COMPETENCIES

- **Programming languages:** JavaScript, TypeScript, Python, Java, basic VBA
- **Frameworks:** Angular, React, Express (Node.js), Flask
- **Databases:** MySQL, MongoDB, Elasticsearch
- **Tools:** Git, GitLab, Docker, Excel

WORK EXPERIENCE

Ericsson R&D Internship

Ericsson, Linköping, Jun 2022 - Sep 2022

- Worked on a POC systems overview for Cloud RAN.
- Full stack: Node+Express, EDS, MongoDB, Elasticsearch.

Web Development Consultant

We Know IT Sweden AB, Linköping, Sep 2018 - Jan 2020

- Primarily developed WordPress websites for clients.
- Learned to work in an agile project environment with lots of personal responsibility utilizing principles of Scrum.

OTHER MERITS

System Architect / R&D Manager

Software Engineering (course), Aug 2021 - Dec 2021

- Decided upon architecture & maintained Architecture Notebook.
- Had main responsibility for technical aspects of the project.

Developer

Webgroup (I-sektionen), Linköping, Aug 2018 - Aug 2019

- Active as a developer on websites of the student section.

Webmaster / Marketing

Heft-it UF, Västervik, Sep 2017 - May 2018

- Ran a UF business with 4 classmates where we imported and sold a LEGO-compatible self-adhesive strip of silicone.

ABOUT ME

I'm a motivated and ambitious student at Linköping university, currently doing my master's in Computer Science.

I'm passionate about programming and how technology and data can be leveraged to solve real-world problems. As a person I am positive and solution-oriented, with good attention to detail.

EDUCATION

Linköping university

Master of Science in Engineering,
Industrial Engineering and Management
Aug 2018 - Jun 2023

- Bachelor of Computer Engineering.
- Master of Computer Science & Engineering.
- Grade average: 4.41.

Västerviks Gymnasium

Natural Science Program with Technical
profile, 2015-2018

- Wrote gymnasium thesis within the field of programming where a friend and I made a basic game in Java.