

jonathanbosson

software developer

about

1057 E Fuller Ave
84102 Salt Lake City
Utah, USA

email://jonathanbosson
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github://jonathanbosson

languages

bilingual
swedish/english
german & dutch
notions

programming

C/C++
JavaScript
OpenGL
Python, Java
HTML, PHP, SQL

interests

computer vision, visualization, real-time graphics, new forms of interacting with technology, data analysis, data mining, rendering techniques, space and environmental research

education

- 2015–now **M.Sc. in Media Technology and Engineering** Linköping University, Norrköping
Majoring in Computer Science and Visualization.
- 2012–2015 **B.Sc. in Media Technology and Engineering** Linköping University, Norrköping
DooVR - a modelling application in VR using an Oculus Rift with any 6 degrees-of-freedom tracking system allowing the user to sculpt a digital object through real world methods.
- 2009–2012 **Technical Major** Carlsund Utbildningscenter, Motala
Upper Secondary School

experience

- 02-06 2017 **SCI Institute, Salt Lake City** Research Scholar.
Multi-Touch Interfaces for Public Exploration and Navigation in Astronomical Visualizations.
- 2011-2017 **Personal Assistant** Mika Assistans AB
Working part time as a personal assistant for a patient in a wheelchair.

applications

- 2016 **Divergence-Free SPH Fluid Simulation Application** Linköping University
Fluid simulation application like Jan Bender et al. publication *Divergence-Free Smoothed Particle Hydrodynamics.*
- 2016 **Autodesk Maya Softbody Deformer Plugin** Linköping University
Simulates soft body deformations on a mesh using shape matching.
- 2016 **Interactive Equation Solver** Linköping University
Using a web camera and OCR with an MLP neural network computes the solution of an equation of handwritten characters in real time.
- 2015 **Monte-Carlo Raytracing Renderer** Linköping University
Recursively calculates the end pixels color by raytracing the scene

awards

- 2015 **Creative Technical Application** C AWARDS Contest
DooVR - Interactive Modelling in VR
- 2015 **Grå Kuben - Best Technical Project** MT-Kuberna Contest
DooVR - Interactive Modelling in VR