



# Oskar Carlbaum

## CONTACT



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## WEB PRESENCE



www.oskarcarlbaum.com



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github.com/Carlbaum

## LANGUAGE SKILLS

Swedish	Mother Tongue
English	Fluent
Spanish	Basic
German	Basic

## EXPERIENCE

NASA - Goddard Space Flight Center <i>Developed Space Weather Visualization software for the OpenSpace project. Master's Thesis.</i>	Goddard, MD, USA 2017
Linköping University (LiU) <i>Programming tutor/lab assistant in the courses Programming in C++ and Electronic Publishing</i>	Norrköping, Sweden 2016
Electronic Arts (EA) <i>Localization Tester, Swedish, FIFA 16</i>	Madrid, Spain 2015

## EDUCATION

Linköping University (LiU) <i>M.Sc. in Computer Science</i>	Norrköping, Sweden 2015 - 2017
Technical University of Munich (TUM) <i>Exchange student at the Informatics Faculty</i>	Munich, Germany 2015 - 2016
Linköping University (LiU) <i>B.Sc. in Media Technology and Engineering</i>	Norrköping, Sweden 2012 - 2015
Stockholm University (SU) <i>Creative 3D - One-year studies in 3D modelling &amp; animation</i>	Stockholm, Sweden 2011 - 2012
Martin College <i>Graphic Design Diploma - Advertising &amp; Multi-media</i>	Sydney, Australia 2010 - 2011
Göranssonska Skolan <i>Extended Industrial Technology and Engineering programme - Upper secondary school</i>	Sandviken, Sweden 2006 - 2009

## TECHNICAL SKILLS

Programming	C++, OpenGL, GLSL, CUDA, WebGL, Java, Javascript, HTML5, CSS
Graphical Tools	Photoshop, Illustrator, InDesign, Premiere Pro, AfterEffects
3D Modeling & Animation	Maya, 3Ds Max, Blender, Motion-BUILDER, Mudbox, MatchMover
Other	Unity, Linux, MacOS, Windows, CNC, AutoCAD, MATLAB