

# Sebastian Piwell

## Curriculum Vitae

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### Experience

- Feb–Jul 2017 **Full Stack Developer**, *Merlin*, Australia.  
Working mostly with Django and AWS.
- Jul–Oct 2016 **Software Developer**, *Netlight*, Sweden.  
System monitoring with Nagios, mostly writing Python scripts.
- Mar–Jul 2016 **Research Scholar**, *NASA Goddard*, USA.  
Master thesis on space weather visualization for the OpenSpace project

### Education

- 2011–2016 **Master of Science, Media Technology and Engineering**, *Linköping university*.  
Math and programming with a focus on data visualization.
- 2014–2015 **Computer Science**, *Stanford university*.  
One year exchange studies focusing on courses in Computer Science.

### Awards and Scholarships

- 2015 **Best interaction design**, *by: CAwards*.  
for: Ladybug, Game on mobile cluster. A multi-player, multi-screen game for Android phones
- 2014 **Trygve Holms Scholarship**.  
for: exchange studies at Stanford University
- 2014 **Scholarship and Nomination from LiTH International**.  
For: exchange studies at Stanford University
- 2013 **Best Technical project**, *By: Media Technology at LiU*.  
For: SGCTSky. A cloud and sky simulation for dome theaters.

### Technical knowledge

- Advanced C++, JAVA,, Matlab, HTML, C, Javascript, OpenGL, GLSL, Python, Linux, AWS, Django
- Basic Android, LaTeX, CSS, PHP, Unity, WebGL, Adobe, Ansible, Jenkins, Hadoop