

MARCUS HEINE

Forskarbacken 3 lgh 1201 • 114 15 STOCKHOLM • +46 (0) 76 10 22 651 • marcus@mheine.se

EDUCATION

University

Masters Degree Programme in Computer Science and Engineering (300 credits) 2012 -
KTH Royal Institute of Technology, Stockholm Current

Bachelor's thesis: "Natural Language Interfaces in Computer Games"
(written with M. Hobro)

High school

Natural sciences programme, with focus on Computer Science and Mathematics 2009 -
Nacka Gymnasium, Stockholm 2012

EXPERIENCE

Dewire Consultants AB, Stockholm

(Summer internship in a small team, building a job application component for the web, using Java EE (Liferay), JavaScript, HTML and CSS, using agile methods.) June 2016 -
August 2016

My Academy, Stockholm

(Study coach and teacher's assistant for students in middle- and high-school, with focus on students taking natural science courses.) September 2012 -
June 2016

SKILLS AND PROJECTS

Event co-ordinator — ‘The Study Trip’ (Studs 2017) at Datasektionen at KTH

(Part of the event group in a project at the computer science chapter, where 28 students meet different IT companies to mingle and discuss work opportunities.) November 2016 - May 2017

Communications Manager — Konglig Datasektionen at KTH

(Elected by the chapter at Datasektionen to handle communication between the chapter and both the board and outside parties.) August 2015 - July 2016

Code tutor — KTH CSC

(Part of a project group at the School of Computer Science and Communication at KTH designed to teach younger children about code and programming.) October 2015 - May 2016

Front-end designer — Nordforce and Re:makers

(In charge of designing the GUI of a native Android app designed to teach children about sustainable development as a part of a school project.) January 2014 - May 2014

Languages

Swedish — Native proficiency

Danish — Bilingual proficiency

English — Full professional proficiency

References available upon request