

Kasper Karlgren — Curriculum Vitæ

Interests

I see lots of development and exciting changes in the field of visualisation and interaction. I am aiming for working, hopefully with research, where design and programming converge. Today this means exploring VR and AR, and next year it could be something different.

Bio

Born 1994, lives in Stockholm since then. Lived in Barcelona 2007-08, in Tokyo 2015-16, and in Helsinki during the Spring of 2018.

Languages

Speaks Swedish, Finnish, and English fluently. Studied Japanese at University.

Work experience

I have been working at *Netlight consulting*¹ from the Spring of 2017 as one of the designers at the inhouse design studio. Tasks have included concept art and animations for annual conferences, large format printing, and UX testing of digital services.

I have also been working of various jobs (concept modeling for NLP, blog correspondent for KTH, etc), design tasks, and freelance photography.

Tools

Design Illustrator, Indesign, MDI studies, Animations in After Effects

Programming Java, Matlab, Python, Web

Projects

During my studies there I have been working on side projects and ideas. I have done some iOS development for *Choose*, I have worked with ARcore for Android² and illustrations and project leading at the union paper *Osqledaren*.

Studies

2017– Master's programme in Computer Science, KTH

1. DH2650 Computer Game Design
2. DD2470 Advanced Topics in Visualization and Computer Graphics
3. DD2429 Computational Photography
4. DH2413 Advanced Graphics and Interaction

Spring 2018 Exchange studies, Aalto University, Helsinki

1. Additive manufacturing
2. Information Visualisation
3. Aesthetics
4. Law in digital society

2016–2017 Japanese language and culture, Keio University, Tokyo

2013– Degree Programme in Media Technology, KTH

2010–2013 Natural Science Program, Södra Latin's gymnasium

¹Sandra Wiaderny, Netlight, +4672-193 50 74!

²<https://kasperii.github.io/beBeam/>