



# THOMAS ERIKSSON MUELLER

## MSc Machine Learning / Computer Science and Engineering

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## TECH STACK

AI    Machine Learning  
Cybersecurity    Full-stack  
Computer Networking  
Django    Nginx    Docker  
C++    Java    UNIX    Git

## COURSES

- Artificial Intelligence
- Machine Learning Foundations
- Computer Security
- Program System Construction in C++
- Computer Organization and Components
- Database Technology
- Parallel and Concurrent Programming
- Algorithms and Data Structures

## CERTIFICATES & LICENCES

🚗 Driver's B-Licence  
✈️ Drone Pilot Certificate

## LANGUAGES

Swedish: **Native**

English: **Native**

Spanish: **Familiar**

German: **Familiar**

Romanian: **Familiar**

## EXPERIENCE

### Head of Software Development | KTH Formula Student

📅 Aug 2022 – Current    📍 Stockholm, Sweden

- Head of Software Development department in Driverless division
- Developing simulation and benchmarking tools for autonomous system
- Work also includes in-house system, network, and storage management

### Full-stack Developer | KTH Centre for Cyber Defence and Information Security

📅 May 2023 – Sep 2023    📍 Stockholm, Sweden

- Full-stack development of an educational platform in cybersecurity
- Developed a VM that hosted a website and general cybersecurity tools to educate students on cybersecurity in an offline, safe environment
- Worked part-time during the academic year and full time in the summer

## EDUCATION

### MSc Machine Learning / Computer Science and Engineering | KTH

📅 Aug 2020 – Current    📍 Stockholm, Sweden

- A 5-year engineering degree mainly consisting of courses in computer science, artificial intelligence, machine learning and mathematics
- Currently pursuing my 2-year Master of Science in Machine Learning
- Projected graduation: June 2025

## PROJECTS

### Museum Exhibition App

📅 Fall 2021 – Spring 2022

- I served as both Scrum Master and Product Owner at various stages of the project
- Built an interactive exhibition app for Tekniska Museet's Android tablets as part of a development team of 8 students
- Application was built with the Flutter framework in Dart

### Internet Programming Game

📅 Spring 2022

- Built a Roguelike game played through a server-client TCP socket communication. Written in Python.
- Functionality: Multiple games and players can play in parallel through the server. The server and networking files use JSON serialization to send and receive data which allows for future expandability.