MILES **LUNDQVIST**

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EDUCATION

M.SC INTERACTION TECHNOLOGY AND DESIGN, UMEÅ UNIVERSITY
2020 – 2025

TECHNICAL SKILLS

LANGUAGES/TOOLS/FRAMEWORKS/CONCEPTS

- Kotlin, Java, C#, C, SQL, JavaScript, TypeScript, HTML, CSS
- React, React Native, .NET, Blazor, Next.js
- Unity & Godot Game Engine
- Express, Firebase, Git

EXPERIENCE

TEACHER ASSISTANT IN ANDROID DEVELOPMENT, UMEÅ UNIVERSITY
2024 JUNE - AUGUST

Graded assignments for a course with 150 students, providing detailed feedback to support their learning. Conducted one-on-one mentoring sessions to address individual student needs and answered course-related inquiries to enhance understanding.

TEACHER ASSISTANT COMPUTER SCIENCE, UMEÅ UNIVERSITY
2024 SEPTEMPTER – 2025 FEBUARY

PERSONAL PROJECTS

UNIT MANAGEMNT STRATEGY GAME

- Implemented a game where the user navigates a world using the mouse. User must balance the use of different unit to progress and succeed.
- Created the artwork using Aseprite and development using Godot.

PERSONAL PORTFOLIO WEBSITE

- Created a portfolio website to display my student, and personal projects using Next.js.