

# David Wennström

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## PROFILE

Creative and result-oriented computer science engineer with an interest in problem solving and practical aspects of algorithms and software development.

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## EXPERIENCE

**Forward Deployed Engineer, Palantir Technologies** 2015–present

**Co-founder, Comparific AB** 2012–2019

Lead Mobile developer (Android). Mobile app is used to find the best cell-phone price plans based on call history and data usage.

**Consultant, Sjöland & Thyselius, Hjärt-Lungfonden (fundraising organisation)** 2014

Technical lead on developing a mobile application for helping the foundations researchers to evaluate applications. This included specifying everything from user interaction to the communication interface. Apps are written for the Android and the iOS platforms. (The Android app was mainly written by me.)

**Application developer, Pluggaonline AB** 2013–2015

Developer of a presentation program that helps teachers produce and publish lectures on an online community.

**Developer, Fishing community** 2014–2018

Lead mobile developer (android) for a Swedish fishing community.

**Consultant, Sjöland & Thyselius, FLIR Systems AB** 2010–2013

Developer of production software, including automatic test and product refinement, for several new infra red cameras. Appointed architect for a new, 2nd generation, framework to simplify the product configuration management and the industrialization process.

**Programmer, SAAB AB, Electronic Warfare Systems Division, Digital Receiver** 2008–2010

Architect and programmer of a real-time embedded controlling application for a digital radar receiver. The program handled both signal processing as well as hard real-time requirements of external interfaces. The software infrastructure made it possible to run the application on various microkernels (one of which was implemented by myself, see below).

**Architect, SAAB AB, Electronic Warfare Systems Division, Test and Rigs** 2007

Created a new test development platform with a highly configurable message handling system and user interface. Due to its flexibility the software was widely adopted.

**Master's Thesis, CAE Elektronik GmbH** 2007

Developed head tracker solution with low cost components. See below for thesis details.

**Programmer, SAAB AB, Electronic Warfare Systems Division, Test and Rigs** 2003–2006

Several projects during my studies including software for a South-African test rig for testing and developing a Swedish helicopters electronic defence systems.

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EDUCATION	<p><b>M.Sc. Computer Science, Program System Technology</b> <span style="float: right;">2002–2007</span>  Master's degree in computer science and engineering at KTH, the Royal Institute of Technology.</p> <p><b>Master's Thesis Project</b> <i>Detection of pilot head movements (6DOF)</i> in a flight simulation environment using low price components.</p> <p>The objective was to create a low cost system for detecting head movements i.e. building a cheap 6DOF sensor. The intention was to use the sensor for VR simulation. A prototype simulator, based on a head mounted dual screen display, was developed as a proof of concept. The project involved a fair amount of image processing, linear algebra, and 3D programming.</p>
OTHER	<p><b>Stackoverflow.com, Forum contributions</b> <span style="float: right;">2010–present</span>  Contributed with around 500 answers in the <i>Java, Swing, Android</i>, tags since 2010. With a current rating of 40k, I belong to the top 0.6</p> <p><b>Advisor of Master's Thesis</b> <span style="float: right;">2006</span>  Visualization of radar stations and their scan patterns (2007). The thesis and the software developed gave the analysts better understanding of complex scenarios.</p>
TECHNICAL SKILLS	<p>Java, Typescript (Javascript), C/C++ and the following programs/frameworks: Linux, IntelliJ IDEA, Eclipse, Bash, Emacs and Android.</p>
MICRO-KERNEL	<p><b>For for single core machines</b> written in C++ and assembler. Tested on a embedded PowerPC 405.</p> <p>Features include: multi-tasking (prioritied tasks with real-time response), synchronisation primitives (mutex, eventflags, semaphore, message queue, blockpool) and timer handling.</p> <p>Due to a hardware abstraction layer the core micro kernel code can be ported to a range of different platforms.</p>
INTERESTS	<p>Apart from spending time with <b>my wife and my two daughters</b>, I enjoy solving <b>programming problems</b> online and programming on my <b>hobby projects</b>. I also enjoy long distance running and, in the winter, playing bandy.</p>
REFERENCES	<p>Available upon request.</p>