

Magnus Enarsson

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PROFILE

As a developer, entrepreneur and problem solver, I have eyes for both the big picture and the small details. I am pragmatic, agile and curious to the world. Learning is a pleasant every-day task.

PROFESSIONAL INTERESTS

Test Driven Design, Behavior Driven Design, Design Patterns, Machine Learning, Machine Vision, Collective Intelligence, Algorithms, Web 2.0, AJAX, Cloud Computing, Ruby, Cocoa, Mac OS X and iPhone platform, Lean Methodologies, Best Practices, Teamwork and team leading, Group Dynamics, Usability, Design and Marketing.

WORK EXPERIENCE

Self employed, Entanke

1997-present

Working in teams or by myself, developing business ideas and as an IT-consultant.

Example projects are listed below:

GigThing.com

2007-2008

GigThing is a flexible gig calendar system built for the entertainment industry. It was developed from scratch together with Jonas Ljung, a stand up artist and magician. Technologies and tools: Ruby on Rails, MySQL, HTML, CSS, AJAX/JavaScript and payment solutions.

Machine vision algorithm for a vc-funded startup

2007

Developed and implemented a world leading machine vision algorithm for locating trademarks and logos on objects and people, in motion video from sport events. Technologies and tools: Python, C++, C, SSE2 assembler, SQLite, ffmpeg, and advanced machine vision and clustering algorithms.

Collaboration tool for Levande Historia (a Swedish public authority)

2006

A collaboration tool to enable elementary school students to share and co-author short stories. Technologies and tools: PHP, MySQL and CodeIgniter.

AcuteNotes, a user-friendly note editor & organizer

2002

AcuteNotes was based on a limited WYSIWYG editor that I developed from the ground up. Technologies and tools: C++, STL and MFC (Windows).

Java applets

1997-2000

I developed several sets of simple Java applets that were sold online. According to the Swedish tax authorities, Entanke was one of the first companies in Sweden that sold software only on the Internet. Technologies and tools: Java, HTML, CSS and PhotoShop.

Part time photographer

2004-present

As a side project I occasionally takes 360 degree panoramic images for hotels and hostels. C.f. my portfolio at www.panoramafotografen.se. I have also designed and coded the site. Technologies and tools: Advanced image manipulation tools like PTGUI, Adobe Photoshop, and some cool camera gear.

EDUCATION

M.S. Computer Science and Engineering, Chalmers University of Technology

1993-1998

Thesis: "A Machine Vision Application to Fish Processing"

SKILLS AND ACTIVITIES

Languages

Swedish: native speaker, English: mostly fluent.

Programming languages and platforms

Ruby, C++, C, Python, HTML, CSS, JavaScript, PHP, Java, ActionScript, MacOS X, UNIX, Windows. Give me a week or two, and I will learn anything else that I need to know.

Miscellaneous skills

Lindy Hop instructor and show dance performer (2000-present), advanced dance acrobatics instructor, flight certificate (2005), ju-jitsu instructor (1990-2000). Also a sometime massage therapist, diver, juggler and magician.