

CARL-ERIK SVENSSON

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WORK EXPERIENCE

NVIDIA

Santa Clara, CA

07/2009 – Present: Verification Engineer

- Testing a complex System On Chip design at the system level
- Specializing in system level and memory subsystem debugging
- Working on an emulation platform, using C, C++, Perl, Verilog, and System Verilog

GiveChange (www.igivechange.org)

San Francisco, CA

09/2009 - 09/2010: Director of Technology

- Developed hundreds of lines of Ruby on Rails for a fully featured, data-driven web app
- Architected and implemented the site's deployment process
- Worked on cross platform mobile application

NVIDIA

Santa Clara, CA

06/2008 – 08/2008: CUDA Application Developer

- Reengineered the LAME MP3 encoder to operate partially in parallel on a GPU
- Designed data dependency and control flow charts for the LAME encoder
- Coded in C and CUDA to implement parallel algorithms

Intel Corporation

Hudson, MA

01/2006 – 08/2006 and 05/2007 – 08/2007: Validation/Verification

- Worked in a team of about 8 people to verify the functionality of a caching agent
- Coded ~500 lines of C++
- Debugged hardware simulations using wave traces
- Wrote numerous focused tests and simulations in Perl and Specman e.

University Of Illinois OBFS

Champaign/Chicago, IL

09/2004 – 12/2005: Web Developer

- Designed and coded in XML, HTML, and CSS
- Managed and created Coldfusion applications
- Responsible for maintaining upwards of 500 files

EDUCATION

University of Illinois at Urbana Champaign

Champaign, IL

- BS and MS in Computer Science, May 2009
- GPA: 3.83 / 4.00
- Courses: Computer Architecture, System Organization, Systems Programming, Embedded Systems, Operating Systems, Java Programming, Data Structures, Algorithms, Databases, Linear Algebra, Electricity and Magnetism, French Language

ADDITIONAL INFORMATION

- Experienced in teaching: taught a 6-week freshmen orientation course and TA for a comp sci class
- Technical Proficiencies: C, C++, Java, Ruby On Rails, Capistrano, PHP, HTML, CSS, XML, Javascript, Verilog, Perl, Make