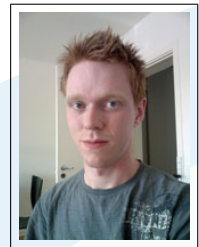


# Simon Just Kjeldgaard Pedersen

## Curriculum Vitae

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*"The biggest room in the world is the room for improvement."  
I strive to make it smaller.*

### Education

- 2007 – 2009 **MSc in Engineering in Electronic and Electrical Engineering / Computer Engineering**, Aalborg University, Aalborg, *Grade: 10.7.*  
Specialization: Vision, Graphics and Interactive Systems
- 2004 – 2007 **BSc in Electronic and Electrical Engineering / Computer Engineering**, Aalborg University, Aalborg, *Grade: 9.5.*  
Specialization: Acquisition, Representation and Processing of Information
- 2001 – 2004 **High School**, Teknisk Gymnasium Viby, Århus, *Grade: 9.9.*

### Selected Projects

- MSc Thesis *Gaze Directed Hybrid Rendering using Photon Mapping*  
Research and development of a 3D rendering engine. It uses the gaze position found with an eye-tracker to render global illumination graphics with photon mapping around the gaze point, and local illumination OpenGL graphics elsewhere.
- 8th Semester *Occlusion Handling in an Augmented Reality System using Stereo Vision and Background Subtraction*  
Development of a hardware/software system for acquisition of stereo images and disparity data. The disparity data was repaired to improve occlusion handling in an augmented reality system.
- BSc Thesis *Analysis and Comparison of Pattern Classification Algorithms for Face Recognition*  
Analysis and evaluation of different algorithms for the purpose of facial recognition. Facial features were extracted with Principal Component Analysis, recognition were done with e.g. k-Nearest-Neighbor and Bayesian Decision Theory.
- 5th Semester *Wireless Data Transmission - Using Informative Feedback*  
Analysis of the infrared protocol stack in Linux. Implementation of a comprehensive feedback scheme resulting in an improved throughput.

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## Selected Courses

- *Elements of Modern C++*: Course on modern C++ techniques, template metaprogramming, Boost and STL, and C++0x.
- *Introduction to Mobile Phone Programming*: with Python, JAVA 2 Micro Edition, and Symbian
- *Representation of Multi-Media Data*: Course on compression standards, e.g. MPEG, JPEG, RLE, and zip.

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## Experience

### Vocational

- 2008 – 2009 **Student Assistant**, *Aalborg University*.  
Network protocol implementation for the IPCity Project. Development of a network protocol for data transmission between a mobile client running Windows CE and a C++ server application providing an image recognition service.
- 2008 **Teaching Assistant**, *Aalborg University: Laboratory of Computer Vision and Media Technology*.  
Computer Graphics Programming Course for 5th semester Medialogy. (Introduction to ray-tracing and OpenGL.)

### Miscellaneous

- 2008 – **Board Member**, *Ejerforeningen Beatesmindevej 93-169, Aalborg*.
- 2000 – 2007 **Assistant Tennis Instructor**, *Låsby Tennis Klub*.  
Reoccurring one week summer holiday tennis training camp for children between 7 and 15 years.
- 2004 – 2005 **Voluntary Bartender**, *Studenterhuset Aalborg*.

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## Languages

- Native **Danish**
- Secondary **English** *Fluent written and verbal.*

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## Computer skills

- Experienced C/C++, OpenGL, MATLAB, LaTeX, HTML, CSS      Less Experienced C#, ASP, MySQL/MSSQL, Access, PHP, VB.net, Java, JavaScript
- Programs Adobe Photoshop, InDesign, Premiere Pro, Dreamweaver, Microsoft Visual Studio, SVN and VMware      Other Windows power user, familiar with MacOS and Unix

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## Interests

- Sports I love a wide variety of sports activities, both as spectator and participant. I frequently run and play basketball, and I used to play quiet a lot of tennis.

- Music There is a song for everyday in my life, and a good song in the morning will keep me happy for the rest of the day. My taste in music range from old Eurovision Song Contest hits to modern rock.
- Stocks For the last ten years I have paid attention to especially the Danish stock market, both as a fun interest, but also to gain a financial benefit.
- Gaming I have most my youth been passionate about computer gaming, most noteworthy the Battlefield series. In recent years it has turned toward a more general interest for the gaming industry.