

Anders Ödlund

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OBJECTIVE A position in the field of computer engineering with special interest in projects bringing humanity as a whole forward.

COMPUTER SKILLS *Languages:* C/Objective-C/C++, Java, Javascript, Lua, Python, Perl, Ruby
Tools: XCode, GCC, Make, gdb, vi
Operating Systems: Mac OS X, Unix/Linux, iOS, Android

EXPERIENCE *Staff Engineer, Office of the CTO* 2009 -
MobiTV, Emeryville, CA Member of the Office of the CTO. Researching reliable media delivery solutions. Designing and developing video centric applications for mobile platforms. Designing and implementing proof of concept for video centric convergence solutions.

- UPnP Client and Server Libraries, UPnP Service Code Generation
(*C/Objective-C, XML, UPnP, DLNA, SOAP*)
- DRM Integration in hardware based secure environments for Android
(*Android, C/C++, Java, Trusted Foundation, SMC, ARM, OMXIL, OMXAL*)
- Designed a system for delivering live video using Fragmented MP4 over HTTP, and implemented two prototype clients.
(*Fragmented MP4, HTTP, GStreamer, iPhone*)
- Client Development, video centric/convergent applications for iPhone/Android/STB
(*Fragmented MP4, RTSP/RTP, HTTP, iPhone, Android, Lua, Java, Objective-C, HTML*)

Sr. Software Engineer 2007 - 2009
MobiTV AB, Stockholm, Sweden Member of the Office of the CTO. Worked on developing proof of concepts and demo applications, designed and developed Quality of Service solutions for media delivery.

- Developed in three weeks a bestselling iPhone application for streaming live video of the March Madness 2009 tournament
(*iPhone, Objective-C, RTSP, RTP, Perl*)
- Test tool for video stream quality analysis
(*Win32, LBS, RTSP, RTP, Ruby, Rails, Python*)
- Video playback plug-in for Mozilla based browsers
(*C/C++, GStreamer, OpenGL, X11, NPAPI*)
- Prototype streaming server for multi screen video solutions and network based digital video recording.
(*UNIX, Python, RTP, RTSP, MPEG4, H.264*)

Software Engineer Summer 2006
ESDG Konsult AB, Linköping, Sweden

- Redesigned and implemented a new build system for a larger software system – Decreasing the time to make a new release from 2 days to 30 minutes
(*CVS, GCC, G++, Python, Make, Shell Script, libg++*)

Software Engineer Summers 2003 - 2005
Popwire Technology, Stockholm, Sweden

- Customized and implemented new functionality in a preexisting bug tracking system
(*Perl, Bugzilla, UNIX/Linux*)
- Developed a QuickTime based Movie Editor for Windows
(*C++, Win32, MFC, QuickTime*)
- Developed a QuickTime based Import and Export plugins for a Server based Video Compression System.
(*C / C++ / Objective-C, Mac OS X, QuickTime*)

Software Engineer 2001 - 2002
Popwire Technology, Stockholm, Sweden

- Designed and developed a Server based Video Compression System (This product later turned into Episode Engine)
(*C / C++ / Objective-C, Mac OS X, Solaris, MPEG4, QuickTime*)
- Developed a SMIL Player for Windows Mobile devices
(*Windows Mobile, C++, RTSP, SMIL, MPEG4*)
- Developed a SMIL Editor
(*Java, SMIL*)

Software Developer 1999 - 2001
CIC / Ementor, Vänersborg, Sweden

- Database & System Administration
(*Informix, MSSQL, Linux, Solaris, Windows*)
- Development of a various dynamic websites and a web based content management system
(*ASP, Perl, Java Servlets, JSP, XML/XSL, HTML*)

EDUCATION

Applied Physics and Electrical Engineering, M.Sc.
Linköpings Universitet, Sweden, 2002-2007
Concentration: System On Chip
Master Thesis: Exposure of Patterns in Parallel Memory Access

OTHER PROJECTS

BM-Link 2003-2004
Created – in cooperation with Bang & Olufsen – a solution to connect a Macintosh computer to a B&O BeoLink system.

MILITARY SERVICE

Systems Technician 1998-1999
Royal Swedish Navy, Gothenburg, Sweden

- Served as a systems technician on a fast patrol ship, being responsible for the tele-equipment on the ship.

LANGUAGES SPOKEN

Swedish: Native
English: Fluent
German: Basic Understanding