

# Anton Hedlund *August 16, 1991*

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## Work Experience

Telenor Sverige AB

SOLNA, STOCKHOLM

### Transmission Planner

*July '18 – Dec '22*

Pre-sale and pre-delivery planning of access solutions for fixed internet services. Pre-sales work includes network planning based on required services, and pricing based on price requests to network providers. Pre-delivery work includes delivery instructions for project coordinators and documentation of the chosen access solution.

Work done in a small group of 4-5 people, with a lot of responsibility on each member of the group. Frequent changes in types of requests received demands continuous changing of work processes, and a high focus on development of touch-free operations requires responsibility for digital tools and automated processes.

Friside Group AB

SVEAVÄGEN, STOCKHOLM

### Consultant Area Coordinator

*Jan '18 – May '18*

Technology & Security department. Coordinating consultant fiber technicians and fiber planners.

Huawei Technologies Sweden AB

KISTA, STOCKHOLM

### Project Manager, Fiber Planner

*Mars '15 – Jan '18*

Planning and managing fiber installation projects for Telenor Sweden AB. Primarily representing Huawei as a coordinator between the customer Telenor, Telenor's end customers, Huawei's subcontractors and fiber providers. Concurrent managing of up to 50 different projects across the country. Making sure installations finish according to schedule, closely communicating with all involved parties to ensure timely and smooth deliveries.

Transcom

KARLSKOGA, VARMLAND

### Firstline support

*July '14 – Mars '15*

Firstline support for a telecommunications company, communicating with customers primarily through chat and resolving various mobile phone subscription issues.

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## Education

FutureGames

STOCKHOLM

### Game Programming

*2022 – current*

Lunds Tekniska Högskola, LTH

LUND

### Engineering, Engineering Mathematics

*2009 – 2014*

Software specialization, Master of Science, not fully completed. List of courses available separately.

Martin Koch-gymnasiet (High School)

HEDEMORA, DALARNA

### Natural Science

*2006 – 2009*

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## Other relevant experiences

**D&D Game Master:** >1000h of experience, both with private long-term groups and public one-shot events.

**Mensa member '14:** Successful test taken for Mensa membership.

**ACM International Collegiate Programming Contest (ICPC) '11:** A programming contest for problem solving and programming skills. The first part of the contest took place at LTH. My team of three finished in second place, and moved on to the regional contest in Bremen, Germany.

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## Languages

**Swedish:** Native

**English:** Full professional

## Programming languages

**C#**

**C++**

**Java**

## Game Engines

**Unity**

**Unreal**