



IVAR GAVELIN

MSC IN MEDIA TECHNOLOGY, AI AND
ENGINEERING.

CONTACT

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SKILLS

- Python, C++, .NET/C#, MATLAB, JavaScript (Angular/React.js)
- Unreal Engine, Unity
- HTML, CSS, Bootstrap, WordPress
- GIS, Procedural Generation, Data Integration
- Project Management
- AI, LLM

LANGUAGES

- Swedish (Native)
- English (Professional)

MERITS

B-Drivers License

REFERENCE

References are given upon request.



PROFILE

Motivated media technology engineer creating AI solutions. I combine computer science knowledge with design and visualization expertise, actively building and integrating machine learning models to improve system efficiency and accuracy.

Keywords: Structured, Driven, Ambitious, Independent



WORK EXPERIENCE

Junior AI Tech Specialist - Footway OaaS SEP, 2025 - CURRENT
System Developer

- Contributing to building and optimizing AI-powered systems at Footway, with a focus on data analysis, automation, and technical problem-solving.

Intern Systems Developer - FOI, Swedish Defence Research Agency JAN, 2025 - JUN, 2025

Master's Student, Simulation & Procedural Generation

- Worked with my partner in creating procedural generated urban environments from geographical data.

Freelance Consultant - Aerocapture Productions 2023 - 2025
Founder & Media Technology Consultant

Tutor in Physics - MyAcademy 2022 - 2024
Worked with high-school students.

PR-Manager - Media Technology Fair Day 2022 - 2023
PR & Communications Manager (Student Event)

Sales Staff - Willys 2023 - 2023
Sales Assistant

PR-Manager - the association of civil engineers 2022 - 2023
PR & Communications Officer (Student Association)

Outflow Manager - Coop Logistics AB 2019 - 2020
Logistics Team Leader



EDUCATION

M.Sc. in Media Technology & Engineering 2020 - 2025
Linköping University, 2020-2025