MARTIN REBAS

Computer science graduate with an interest in graphics and design

CONTACT INFO

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LANGUAGES

Swedish	★★★★★★★
English	★★★★★★★
German	★★★★☆☆☆
French	★★★★☆☆☆
Estonian	★★★★☆☆☆
Spanish	★★★☆☆☆☆
Japanese	★★☆☆☆☆☆

CURRICULUM VITAE

EDUCATION

1993 - 2000

A master's degree at Chalmers University of Technology: Computer science with a focus on computer graphics and user interfaces.

WORK EXPERIENCE

AUG 2023 –

Web programming for EAS – e.g. a UI for categorizing Wordpress content and a Gutenberg block (JS/PHP/React) connected to Vimeo's API.

OCT 2016 – DEC 2022

Employed as a development engineer at the research center Fraunhofer-Chalmers Centre. I mainly worked in the IT department where I managed the websites, programmed and designed two room booking systems, and worked on installing and troubleshooting computers.

Furthermore, I worked on various graphics-related tasks, like 3D modeling of humans used in the program IPS for ergonomics simulations, and C++ programming to give the models different body shapes and clothes.

I also designed the symbol for FCC's new logo and drew icons and other graphics. My website contains pictures and more information.

JAN 2000 – SEP 2016

Work for various clients in my own company, *Plankton Design* – primarily web programming and design, but I also created illustrations for books and computer games, led exercises for architecture students at Chalmers, and worked as a translator.

SEP 2004 – DEC 2010

Comic art teacher for children and teenagers at Studieförbundet Vuxenskolan (4h/week).

SEP 2000 – JUN 2002

Programming in C++/OpenGL/ASP/Java/Javascript for Carmenta AB.

SEP 1999 – JAN 2000

Web design and programming at Chalmers Teknologkonsult.

JUN 1997 – FEB 1999

Programming in C++ and Java for Volvo Teknisk Utveckling.

JUN – AUG 1996

I created web pages for departments at the Sahlgrenska University Hospital.

SKILLS

PROGRAMMING

I started programming computer games in BASIC when I was twelve; in high school, I switched to C and Motorola 680x0 assembly language. During my studies at Chalmers I used e.g. Pascal, Ada, ML and Prolog, and programmed computer games and a ray tracer in Java in my spare time. While employed at Carmenta AB, Volvo Teknisk Utveckling and FCC, I mostly used C++, Java and OpenGL. I'm currently working on personal projects to get better at C++, Python, React, and the game engine Unity.

WEB

I created my first web page in 1994, and since 1996, I've spent a lot of time working in web design and programming. That has involved creating sites using PHP, MySQL, Javascript/jQuery, CSS, and HTML for a variety of clients: e.g. real estate brokers, hotels, dating sites, various online stores and the Government Office of Estonia.

For content management, I've often used Wordpress, which I've written many plugins for, but I've also written content managent systems from scratch and adjusted them for various use cases. I've worked with various APIs (e.g. Google Maps, Vimeo, Klarna), made sites responsive, and I've worked on booking systems, CMSs and intranet/extranet sites, where security is important. I try to continually learn more about UI design and I love to create good-looking and user-friendly user interfaces.

ILLUSTRATION

As a freelance illustrator, I've drawn illustrations and covers for the *Bellas Band* and *Art of Veiling* book series, cards for the board game *Nothing Personal,* comics for the magazines *Galago* and *Kamratposten,* and graphics for the computer games *Aveyond, Mighty Rodent, Teddy Tavern, Forgotten Riddles: The Mayan Princess* and *Forgotten Lands: First Colony.* At FCC I used Blender to 3D model humans for ergonomics simulations. I've also led exercises for architecture students at Chalmers University, and worked as an art teacher for children and teenagers.

LANGUAGES

Apart from Swedish and English, I'm able to read novels in French, German and Estonian without too much trouble (although I don't speak them quite fluently), and I can understand basic Spanish and Japanese.

MISCELLANEOUS

I've been using Photoshop regularly since the early 90s, and I have a decent amount of experience in 3D modeling, photography, and video editing.