

CV for Stig Runar Vangen

Personal	
Name	Stig Runar Vangen
Date of birth	May 30. 1980
Address	Ankersvingen 4 1358 Jar Norway
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Marital status	Single

Self Assessment of skills			
Navn	(1-6)		(1-6)
Java	6	Oracle	4
C# / WPF (NHibernate / NUnit)	5	Sybase	4
C++	3	MySQL	5
J2ME / MIDP	5	Access	5
Symbian	3	Visual Studio (ReSharper, VSX)	5
Pascal / Delphi	5	GIS	4
BASIC	5	Photoshop	4
HTML	6	Dreamweaver	4
JavaScript (YUI)	5	English	5
PHP	5		
JSP / Servlet	5		
ASP	5		
ASP.NET (MVC / C#)	5		
Flash / ActionScript	5		

Employment		
Time	Place	Position
2001 - 2002	Høgskolen i Nord-Trøndelag	Student assistant
2002 - 2004	Bravida Geomatikk	GIS developer
2004 - 2005	IO Interactive	Location tester
2005 - 2007	Waade Information System	Systems engineer
2007 - 2008	Funcom	Senior Java-engineer
2008 -	Funcom	Systems engineer internal tools

Education		
Time	Place	Degree
1996 - 1999	Kyrksæterøra Videregående Skole	General Subject
2000 - 2003	Høgskolen i Nord-Trøndelag	Information technology
2003 - 2005	IT University of Copenhagen	Software development

Military service		
Time	Place	Position
1999 - 2000	Stavanger, Defence command south	Private, costal defense

Other information

I have held several courses in the use of PHP, MySQL and JavaScript for classes at my old school. At this school I also worked as a student assistant, which involves helping the teacher during exercises for Java courses.

In my job at Bravida Geomatikk I have developed several java-based clients for viewing digital maps in a web browser. Some of these clients were thin, while others were thick. Dependent on their range of use, these applications were adapted so that their complexity and level of difficulty suited the task in question. Most of these applications used services provided by Esri. MapObject were used for thick clients, while all applications were created from scratch for thinner clients. Geographic information was provided by Esri ArcIMS, FlexiMap and several other external data sources.

As a final task for my master's degree, we have written a thesis on development of java based games on mobile devices. Our goal has been to create a system capable of simplifying the process of creating games for mobile devices.

As a systems engineer for Waade Information Systems I've been working on developing and maintaining a product called WisWeb. This is a system for internal data management, as well as a full-blown CMS-system. The system backend is written in Java, while JavaScript/AJAX has been used for the frontend. In addition to this, I've also helped other smaller projects as needed, as well as providing technical insights.

My job at Funcom has initially been to create a prototype for a Java-based massive multiplayer online RPG game. For this project we used an OpenGL-based 3D engine. I've also been working on development and maintenance of internal tools and web pages. For this we've used Python and C#/WPF.

More information

<http://www.vangen.org/stig/>

Presentation of some of the projects I have participated in. Most of these projects are available as downloads or online services.

<http://www.itu.dk/people/stigrv/>

A presentation of my study at the IT University of Copenhagen.

<http://www.linkedin.com/in/stigrv>

My LinkedIn profile page with recommendations and more.