

Oskar Lenschow

Work experience

Toyota Material Handling - Developer

2023 - Present

Currently working as a developer for the next generation of Toyota AGVs, which includes language controllers, as well as sensor data handling. The work has also involved build systems, and setting up HIL environments, test systems, and their pipelines.

Qualcomm (Arriver) - Developer

2022 - 2023

Customized Qualcomm's camera perception software for BMW's needs. In addition to this, the work also included development of testing tools within SIL and HIL for verifying data quality.

Volvo Cars - Developer

2021 - 2022

Integrated NVidia DriveOS for the next generation of autonomous Volvo cars. The tasks mainly consisted of getting to know most of the organization's build systems, in order to modify and ensure compatibility with the new platform. This included work within multiple programming languages, tools, and systems.

Chalmers University of Technology - Teaching Assistant

2017 - 2021

While studying at Chalmers, I also worked as a teaching assistant most years for courses in Python, Real-Time Systems, and Computer Engineering.

Education

Chalmers University of Technology – Computer Systems and Networks

2019 - 2021

Master's degree at Chalmers University of Technology in Gothenburg, Sweden.

Master Thesis - Optimizing a GPU-Accelerated Particle System for WebGL 1.0 using Extensions

This thesis explores the possibilities of optimizing a GPU-accelerated WebGL 1.0 particle system with collision and particle physics, through the use of suitable extensions, in order to create a system that outperforms an implementation with standard WebGL 1.0.

Chalmers University of Technology – Computer Science

2016 - 2019

Bachelor's degree at Chalmers University of Technology in Gothenburg, Sweden.

Bachelor's Thesis - Objective Tiny-Timber : OTTO

An object-oriented language and a precompiler, created to remove obstacles present in real-time C, facilitating an easier environment for master students within the course *Real-Time Systems* at Chalmers and the University of Gothenburg.

Skills

Programming Languages

C, C++, C#, Java, Php, SQL, Python, JavaScript, HTML & CSS.

Environments and Tools

Windows, Linux, OS X, Visual Studio Code, WebGL, OpenGL, SDL, SQL, Robot Framework, QNX, Jira, Jenkins, Gerrit, Git, Bazel, Google Test, Azure Pipelines, Fusion360, Cura, Arduino

You can find out more about my personal projects at: www.oskarlenschow.com

References available upon request.