Zulius Roolf

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Introduction

Ambitious Software Engineer with a passion for Product Development. A versatile, self-sufficient problem-solver with a jack-of-all-trades mindset and a strong initiative-driven approach. Academically trained in Large Language Models through exchange studies in Iceland. Outside of work, enjoys badminton, traveling across Europe, and spending time in deep thought and reflection.

Education

Blekinge Institute of Technology, Karlskrona – BS in Software Engineering	Aug 2020 – Feb 2025
Reykjavik University, Reykjavík – Exchange Studies in Software Engineering	Aug 2023 – Dec 2023
LBS Kreativa Gymnasiet, Trollhättan – High school degree in Game Development	Aug 2017 – June 2020

Experience

Android Developer (R&D Intern), Ericsson – Karlskrona, Sweden — June 2025 – Present
- Reduced QR code scanning latency by 650 milliseconds, by implementing Google's ML kit
- Improved app stability by refactoring **Bluetooth** messaging protocol
- Optimized 'first launch' experience by adding permission checks on startup
- Automated legal documentation by building a **GitLab CI** pipeline

Lab Rat, Blekinge Institute of Technology – Karlskrona, Sweden — Nov 2022 – June 2025
- Reduced code transfer time by employing a **Bash** script to connect the robot through **SSH**
- Increased the enjoyment score from 3.5 to 4.36 by redesigning the troubleshooting programming workshop to focus on hands-on robot movement programming

Internship, Malvacom – Karlskrona, Sweden — Jan 2024 – May 2024
- Ensured data privacy in **AI training** by building a data washer in **Python**, anonymizing 90% of personal information using regular expressions and manually configured filters
- Analyzed the average precision of our **GPT RAG** classifier to be 61% using the provided data set

Internship, Ericsson – Karlskrona, Sweden — Jan 2023 – May 2023
- Optimized the productivity of the team by lecturing and incorporating **Git** into our workflow
- Decreased overall deployment time by implementing multithreaded dependency deployment in **Java**

Projects

Big Nerd Ranch's Guide to Android — github.com/zuliusroolf/android-the-big-nerd-ranch-guide
- Created a pizza topping visualizer with **JetPack Compose** in **Kotlin**
- Built a 'Crime Scene' record interface using **Kotlin**, implementing app permissions, SQLite, camera, implicit intents, localization and TalkBack accessibility

Portfolio Website Template — zulius.me | github.com/zuliusroolf/portfolio-template
- Designed to present projects visually through video and **clean UX**, inspired by Seyit Yilmaz.
- Built the entire website with **HTML, CSS, and JS** to understand the problems that other frameworks solve.
- Implemented reading content from **JSON** files, making it easy to maintain and update projects.

Bachelor Thesis on Generative AI — diva-portal.org/smash/record.jsf?pid=diva2:1941180
- Explored **GPT-4**'s Role in Automating and Assisting Researchers with Oscar Wyströle.

Certificates

Driver's License: AM / B