



# Alan Haugen

Biotechnologist



## Profile

Biotechnologist with a Master of Science degree from NTNU. I am trained to work in a lab and combine my biology knowledge with programming skills. I am motivated by using my biology and computer skills to create modern solutions to our current challenges. I believe in the future and want to help create it.



## Education

2022  
↑  
2020

### Norwegian University of Science and Technology NTNU

*Master of Science in Biotechnology, Trondheim*

**Masteroppgave:** Expansion of bovine skeletal muscle cells in a lab-bench bioreactor using edible microcarriers made of eggshell membrane

**Experiences:**

- Specialised in systems biology, cell biology and molecular cell biology
- Wrote my masters on cultured meat: To use stem cells from animals to grow meat in bioreactors
- Many years of experience with bioreactors

2020  
↑  
2017

### Bachelor of Arts in Food Science, Trondheim

**Bacheloroppgave:** Bruk av maskinsyn for automatisk telling og artsbestemmelse av villfisk som beiter under oppdrettsmerder

**Experiences:**

- Lots of lab training and experience with processes within the food industry
- Completed two courses at courses.opencv.org and gained experience in computer vision and the use of computer vision to do environmental monitoring

2017  
↑  
2016

### STEM qualification-course, Trondheim

**Experience:**

- I now really love *Pure Mathamatics*

2014  
↑  
2011

### University of Abertay Dundee, Scotland

*Diploma for Games Application Development, Dundee*

Recieved a *distinction* for the first year



## Work experience

2008  
↑  
2007

### Programmer

*Artplant, Oslo*

Designed the GUI for the video game RidingClub Championships for Artplant



## Kontaktinformasjon

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## Key skills

- Advanced C++ skills (A in C++ from Abertay University) with clang, g++, gdb, make, Green Hills, WebAssembly, experience with Valgrind and Valkyrie
- Python
- Azure cloud platform (Datascience virtual machine from Microsoft)
- Embedded systems (Wii U, Game-Boy Advance, Nintendo DS, Wii and GameCube games development)
- YOLOv4
- RetinaNet
- Hacking
- Mathematics
- Stastistics
- Machine Learning



## Languages

English Mother's tongue

Norwegian Fluent

German Basic



## Other

- Helped hackerspace student organisation where students got help with homework