



Rasmus Hogslätt

Software Engineer

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SKILLS

FAVORITE LANGUAGES

- Rust
- C++
- Python
- Java
- JavaScript
- Typescript

DOMAINS

- Backend & APIs
- 3D graphics & rendering
- Embedded systems
- Machine learning

TOOLS & PLATFORMS

- Agentic Coding
- Azure
- DevOps / CI-CD
- Git
- Linux
- OpenGL

LANGUAGES

Swedish	Native
English	Fluent
German	Basic

HOBBIES

- Guitar
- Working out
- Motorcycles
- Reading
- Donald Duck

PROFILE

Software engineer that likes coding in Rust, with a strong background in C++, Python, and 3D graphics/rendering. Curious and hands-on, having built everything from embedded firmware to GPU shaders to full-stack backends. I run my own company *Ankrosoft AB*, where I can do consulting on weekends/evenings and work on various projects such as mathdrilling.com.

WORK EXPERIENCE

Software Engineer / Technical Architect I Mylab

2025 Apr – Present

Development of medical software, DevOps and contributing to architecting renewal of codebase.

- DevOps, Azure, Architecture, Agentic Coding, Javascript/Typescript, Git

Software engineer I Ankrosoft AB

2025 Aug – Present

My own company where I can take short-term contracts and develop my own software products, including mathdrilling.com.

Rust Backend Engineer I ThirdAct

2024 Nov – 2025 Apr

Built Rust backend services accelerating interactions with Azure Cosmos DB across large datasets and multiple APIs; created a scheduling and availability library.

- Rust, Azure, JavaScript, APIs

Software Engineer I Saab

2024 Jun – 2024 Nov

Maintained and developed software for underwater products.

- Ada, Pascal, Linux, CI/CD

Research Assistant Engineer I Linköping University

2022 – 2023

Contributed to Inviwo, an open-source scientific visualization framework in C++ and OpenGL.

- C++, Python, OpenGL, 3D rendering

Software Engineer & Electronics Assembly I Easy Laser

2018 – 2022

Assembled laser-based measuring devices full-time pre-university; developed software part-time during studies.

- C#, Python, Electronics

PROJECTS

E-Paper Dashboard

2025

Self-built e-paper information dashboard: Rust firmware on an ESP32, hand-soldered electronics, 3D-printed housing.

Rust ESP32 Embedded

Interactive WASM Raytracer

2025

Interactive raytracer built while exploring AI-agent-assisted coding.

Rust 3D graphics

RC Car Visualization in Mixed Reality

2024

Master's thesis: real-time visualization and control of an RC car in Mixed Reality, with contributions to the open-source Bevy Engine.

Rust C Mixed Reality

Guitar Tablature App

2023

Parses MusicXML into guitar tablature with audio playback.

Rust Audio

EDUCATION

MSc, Technology of Media I Linköping University

2024

Specialized in computer graphics and AI, with emphasis on mathematics, graphics rendering, and GPU computing. Awarded a scholarship for academic performance.