

Klas Wijk

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EDUCATION

KTH Royal Institute of Technology

Stockholm, Sweden

Doctor of Philosophy

Aug. 2023 –

- Deep generative models and feature selection with applications in fluid mechanics.
- Supervised by Hossein Azizpour and co-supervised by Ricardo Vinuesa.

BSc and MSc in Engineering. GPA: 4,7/5,0

Aug. 2018 – Jun. 2023

- 2021 – 2023: Master of Science in Applied and Computational Mathematics
- 2018 – 2021: Bachelor of Science in Computer Science
- Courses in: mathematics, data-structures & algorithms, machine learning, deep learning, reinforcement learning, optimization, software development etc.

PROFESSIONAL EXPERIENCE

KTH Royal Institute of Technology

Stockholm, Sweden

Research Assistant

Apr. 2021 – Jun. 2023

- Probabilistic machine learning applied to phylogenetic inference at Lagergren Lab
- Deep generative models applied to optimal sensor placement at RPL

Teaching Assistant

Oct. 2020 –

- DD2412 Deep Learning, Advanced Course
- DD2350 Algorithms, Data Structures and Complexity
- DD1362 Programming Paradigms
- DD1331 Fundamentals of Programming

Student Ambassador

Oct. 2019 – Jun. 2021

- Student recruitment through presentations and representing KTH at education fairs

Handelsbanken

Stockholm, Sweden

IT-Intern

Sep. 2019 – Mar. 2022

- Worked part time and summers at one of Sweden's 4 major banks
- Automating regulatory information, maintaining a system handling daily processes

VOLONTEER EXPERIENCE

KTH Computer Science Chapter

Reception Buddy

Stockholm, Sweden

Aug. 2019 – Sep. 2020

- Welcomed new KTH-students to the Computer Science Chapter 2019 and 2020
- 2020: Responsible for a group of new students together with another buddy
- 2019: Photography and technical work

D-Dagen Project Group

Feb. 2019 – Oct. 2019

- D-Dagen is an IT-career fair. In 2019, 81 companies and over 2000 guests attended
- Managed contacts with attending companies and led a team of staff during the fair

Datasektionens Näringslivsgrupp

Oct. 2018 – Jun. 2019

- Company relations for the KTH Computer Science Chapter
- Planned and executed events such as lunch lectures, pub evenings and company visits

TECHNICAL SKILLS

Theoretical: Deep learning, Probabilistic modeling, Approximate inference, Algorithm design, Optimization

Programming Languages: Mainly Python, some C/C++, SQL, Java. Generally interested to learn different languages.

Techniques: Object-oriented programming, Functional programming, Unit testing

Developer Tools: Git, Linux, Scrum (Jira)

Libraries: NumPy, Matplotlib, Scikit-Learn, PyTorch, Weights & Biases, Pandas