



Marius H. Naasen

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Websites
<https://mariusnaasen.com>
<https://github.com/Papaglory>

Address
5015 Bergen

Key Qualifications

With a deep fascination for the theory behind machine learning and mathematical optimization, I have acquired the necessary knowledge to develop AI solutions and general data systems. I have a passion for sharing knowledge and enjoy collaborative learning. This motivates me to take on new challenges and expand my knowledge horizon.

Languages

Norwegian: Fluent (spoken and written)
English: Fluent (spoken and written)

References

References available upon request.

Education

● Master of Science - Optimization

Jan. 2022 - Feb. 2024

Department of Informatics, University of Bergen

- Focused on mathematical optimization and the application of optimization theory in machine learning.
- Completed courses in deep learning, reinforcement learning, and natural language processing, providing a solid overview of the machine learning field.
- Studied general optimization theory applicable to various optimization problems.
- Gained experience in project work related to constructing machine learning systems and metaheuristics.

● Bachelor of Science - Data Science

Aug. 2018 - Dec. 2021

Department of Informatics, University of Bergen

- Comprehensive introduction to techniques and methods for software and data systems development.
- Acquired knowledge in number theory and data structures, essential for effective algorithm and system design.
- Strengthened analytical and systematic thinking skills through mathematics electives, enhancing understanding of data structures and algorithms.

Experience

● Teaching Assistant

Aug. 2023 - Dec. 2023

Department of Informatics, University of Bergen

- Responsible for training students in the course Linear Programming (INF270).
- Responsibilities included creating weekly assignments and mandatory submissions, as well as evaluating students' work.
- I also led weekly reviews of the assignments, where we used an interactive approach to review concepts and solution methods.
- In addition to lecturing, this experience provided me with valuable insight into how to teach and motivate others.

● Airman Basic / Private

Jan. 2017 - Jan. 2018

Norwegian Armed Forces

- Military service at the Cyber Defence Unit, cyber services and operations (CTO).
- Main task was to monitor, receive, send, and distribute incoming and outgoing official messages to Norwegian military and NATO units.
- The role provided valuable experience in communication and coordination in teamwork, as well as insight into the importance of security and accuracy in handling sensitive information.

● Part-Time Salesperson

Jul. 2015 - Okt. 2015

Elkjøp, Bømlo

- Worked 10 hours a week in electronics sales.
- Responsibilities included assisting customers, routine cleaning, pricing products, and cash register closing procedures.



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IT Skills

Programming Languages

- Proficient in **Python** og **Julia**, main languages used during the master's degree, along with their libraries for efficient coding.
- Proficient in **C** through challenging personal projects.
- Strong knowledge of **Java**, the primary language in the bachelor's degree.
- Good understanding of **C#** gained through video game projects.

Tools and Technologies

- Good understanding of **Git** and its functionality in collaborative projects.
- Practical skills with **Linux terminal** for system administration and code development.
- Skilled in **Bash** scripting for task automation.
- Experience with **PyTorch** for implementing machine learning systems through student projects.
- Proficient in **GDB** for analyzing memory and debugging C applications, including detecting memory leaks and vulnerabilities.
- Extensive knowledge of the **Unity Game Engine** and its systems for video game and simulation development through hobby projects.
- Familiar with **HTML** and **CSS**, designing and maintaining a personal portfolio website, showcasing projects and skills.

Other

Certifications and Courses

- Completed the following courses on the learning platform Udemy, Inc.:
 - 'RPG Core Combat Creator: Learn Intermediate Unity C# Coding'
 - 'Complete C# Unity Developer (Unity 4 & Unity 5) (archived)'
- Driver's License: Class B.