

# Christoffer Carl Åleskog, Ph.D. Student

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🌐 <https://caleskog.github.io/>

ORCID

in Christoffer Åleskog

📄 caleskog

ResearchGate

I am Ph.D. Student at Blekinge Institute of Technology, working with domain-specific hardware accelerators, specifically AI accelerators. My goal in life is to work with new and interesting technologies within programming and AI. I am fluent in both written and spoken English and Swedish.

## Work Experience

- 2022 – ···· **Teaching Assistant** Department of Computer Science, Faculty of Computing, Blekinge Institute of Technology.  
As a full-time PhD. Student at BTH, assisting with departmental duties is required. These duties include grading, being a lab assistant, and holding lectures.
- 2023 – ···· **Board Member, PhD. Student Committee**, A board member in Blekinge Institute of Technology's PhD. Student Committee. *Blekinge Institute of Technology, Karlskrona, Sweden.*

## Education

- 2022 – ···· **Ph.D. Student, Blekinge Institute of Technology** Hardware Accelerators for Machine Learning and Artificial Intelligence.  
*Ph.D. in Technology – 240 Credits, Blekinge Institute of Technology, Karlskrona, Sweden.*  
In Progress.
- 2019 – 2021 **M.Sc. Computer Science, Blekinge Institute of Technology** in Computer Science.  
*Master's in Computer Science – 120 Credits, Blekinge Institute of Technology, Karlskrona, Sweden.*  
Thesis title: *Graph-based Multi-view Clustering for Continuous Pattern Mining.*
- 2016 – 2109 **B.Sc. Computer Science, Blekinge Institute of Technology** in Game Programming.  
*Game Programming - 180 Credits, Blekinge Institute of Technology, Karlskrona, Sweden.*  
Thesis title: *Comparing node-sorting algorithms for multi-goal pathfinding with obstacles.*
- 2013 – 2016 **Teknikprogrammet, Informations- och Medieteknik** a Technical Programme with a focus in Information and Media technology.  
*Polhemsskolan, Gävle, Sweden.*  
Programme to prepare for higher education in computer science.

## Research Publications

### Journal Articles




- 1 C. Åleskog, H. Grahn, and A. Borg, "Recent developments in low-power AI accelerators: A survey," *Algorithms*, vol. 15, no. 11, p. 419, Nov. 2022, 0 citations (Crossref) [2023-01-20] Number: 11 Publisher: Multidisciplinary Digital Publishing Institute, ISSN: 1999-4893. [🔗 DOI: 10.3390/a15110419](https://doi.org/10.3390/a15110419). (visited on 01/16/2023).

### Books and Chapters

- 1 C. Åleskog, V. M. Devagiri, and V. Boeva, "A graph-based multi-view clustering approach for continuous pattern mining," in *Recent Advancements in Multi-View Data Analytics*, ser. Studies in Big Data, W. Pedrycz and S.-M. Chen, Eds., Cham: Springer International Publishing, 2022, pp. 201–237, ISBN: 978-3-030-95239-6. [🔗 DOI: 10.1007/978-3-030-95239-6\\_8](https://doi.org/10.1007/978-3-030-95239-6_8). (visited on 02/11/2023).

## Skills



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- Languages     Strong reading, writing, and speaking competencies in English and Swedish.
- Coding        C++, C, Java, Python, Rust, CUDA, Object-Oriented Programming, Git, and L<sup>A</sup>T<sub>E</sub>X.
- Misc.          Academic research, programming, writing, teaching, training, and publishing.

## Miscellaneous Experience

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### Game Projects

- 2018 Sep 3 – 2019 Jan 20     **Programmer, Game Project, Team of 11 people**, Programmer in a game project in a team of 11 people.  
*Blekinge Institute of Technology, Karlskrona, Sweden.*  
My part in this project was focused on collision detection, AI of NPCs, GUI elements, and general gameplay. We used Scrum to manage our work and Git for source code management.
- 2018 Mar 26 – 2018 Jun 3     **Programmer, Game Project, Team of 3 people**, Programmer in a game project in a team of 3 people.  
*Blekinge Institute of Technology, Karlskrona, Sweden.*  
My part in this project was focused on collision detection and general gameplay. We used Scrum to manage our work and Git for source code management.

## References

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Available on Request