

Christoffer Carl Åleskog, Ph.D. Student

✉ christoffer.aleskog@gmail.com

🌐 <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 Ph.D. Student at BTH, assisting with departmental duties is required. These duties include grading, being a lab assistant, and holding lectures. I am a teaching assistant for the Operative System course for 2th to 3rd year students (B.Sc., 2th and 3rd year), the Artificial Intelligence course for 1st (B.Sc., 1st year), and a course that teaches Programming in a UNIX environment for 4th year students (M.Sc., 1st year). I help with *C++*, *Python*, and *Assembly* programming and theory.
- 2023 – 2024 **Board Member, PhD. Student Committee**, A board member in Blekinge Institute of Technology's Ph.D. 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

- Languages  Strong reading, writing, and speaking competencies in English and Swedish.
- Coding  C++, C, Java, Python, Rust, CUDA, Object-Oriented Programming, Git, and \LaTeX .
- Misc.  Academic research, programming, writing, teaching, training, and publishing.

Miscellaneous Experience

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

Available on Request