



WILLIAM SÆTHER

COMPUTER SCIENCE

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LANGUAGES

NORWEGIAN ██████████

ENGLISH ██████████

SKILLS

- **Languages:** TypeScript, JavaScript, Python, Java, SQL
- **Frontend:** React, React Native, Next.js, Vue
- **Backend:** Node.js, Express, PostgreSQL, Supabase
- **AI:** TensorFlow, PyTorch, Deep learning, Computer vision
- **Tools:** Git, Docker, Vercel, Figma

ABOUT ME

Master's student in Computer Science at NTNU with experience in full-stack software development, machine learning, and product development. Experienced in building applications from concept to deployment through academic, industry, and independent projects. Interested in software engineering, computer vision, and creating practical technology that solves real-world problems, with experience collaborating across both technical and non-technical teams.

EXPERIENCE

Summer Internship – Sopra Steria

June 2026 – Aug. 2026

- Selected for Summer Internship 2026.

Founder & Developer – BySaether

2023 – Present

- Develop and maintain software products across mobile, web, and browser platforms.
- Product design, development, deployment, and maintenance.
- Built and published applications using React Native, Next.js, TypeScript, and Node.js.
- Manage hosting, domains, analytics, and technical infrastructure.

Bachelor Project – Vizrt

Jan. 2025 – Jun. 2025

- Developed a full-stack application launcher for Vizrt's web-based products.
- Delivered a Vue frontend, Express backend, and PostgreSQL database evaluated by Vizrt employees.
- Coordinated project activities and stakeholder communication.

Retail Employee – Obs BYGG Lagunen

Dec. 2021 – Feb. 2025

- Assisted customers and provided product guidance in a fast-paced retail environment.
- Developed communication, teamwork, and customer service skills.

AWARDS

EiT Innovation Awards 2026

- Winner - Best Societal Impact
- Awarded 15,000 NOK
- Developed an ML-based concept for safer driving under Nordic winter conditions.



EDUCATION

NTNU – Master's in Computer Science

Aug. 2025 – Jun. 2027

- Specialization in software systems.

HVL – Bachelor's in Computing

Aug. 2022 – Jun. 2025

- Specialization in machine learning and artificial intelligence.
- Bachelor project grade: A

GPA: 4.59 / 5.00 (approx. A-/B+)

PROJECTS

CodeCore (Mobile App)

- Independently developed an app for scanning and organizing barcodes and QR codes.
- Built with React Native & Expo, monetized with AdMob.

ReciGrab (Mobile App)

- Developed a mobile app for saving and extracting recipes from social media and web links.
- Uses AI-assisted processing to convert recipe content into structured formats.
- Built with React Native, Expo, TypeScript, and SQLite.

BikeFit (Web App)

- Developed a web application for cycling posture analysis using pose estimation.
- Trained deep learning models on the COCO dataset to predict human joint locations.
- Built with TensorFlow.js and Next.js; awarded grade A.

CodeGrab (Browser Extension)

- Developed a browser extension for generating QR codes and barcodes directly from web pages.
- Built with TypeScript and Shadow DOM for seamless website integration.

EXTRACURRICULAR ACTIVITIES

Technical Manager (Teknikksjef) – Abakusrevyen 2027

- Leads the technical team responsible for audio, lighting, streaming, and stage technology.
- Coordinates planning and technical execution for rehearsals and performances.

PR & Technical Crew – Abakusrevyen 2026

- Contributed to technical operations, streaming, and promotional activities.