

Karl Palmskog



Karl Palmskog is a last year computer science and engineering student at the Royal Institute of Technology (KTH) in Stockholm, specializing in the design and analysis of concurrent and distributed systems. For the last three years, he has been an active member of the non-profit, student-driven entrepreneurship association Excitera at KTH, where he has served as a board member and IT lead. He has also worked with technical administration and quality assurance in the Excitera project Swedish Game Awards, Sweden's largest video game development competition. Karl is one of few active association members to have experience and insights from working with all of Excitera's projects.

Work from his Master's Thesis written at Ericsson AB on the formal analysis and verification of a network protocol for mobile, disconnection- and delay-tolerant communication was presented at the 4th European Conference on Universal Multiservice Networks in February 2007. He considers finishing the project at Ericsson as the first step towards his career goal of applying many of the new and important results from theoretical computer science, especially formal methods, in practice.

Together with other students connected to Excitera, he recently founded a company, JayCut AB, that aims to build a competitive video editing community platform. Karl currently works as a web application and database developer at JayCut, but is still deeply involved with Excitera activities, especially the effort to expand the Swedish Game Awards concept to the other Nordic countries and other parts of the world.

His spare-time interests include studying the philosophy of science, computability theory and the foundations of mathematics, as well as getting as many games as possible to work on his computer running Linux - and occasionally playing them.

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