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Education

09/2021 – 06/2024 Delft, Netherlands	**Bachelor of Computer Science and Engineering,** *Technical University of Delft* GPA: 8.74/10 Completed courses: Object Oriented Programming, Computer organization, Reasoning and Logic, Web and Database Technology, Calculus, Algorithms and Data Structures, Linear Algebra, Information and Data Management, Object Oriented Programming Project, Probability Theory and Statistics, Software Quality and Testing and Computer Networks.
08/2019 – 05/2021 Karuizawa, Japan	**International Baccalaureate Diploma Programme,** *UWC ISAK Japan* GPA: 42/45
08/2018 – 06/2019 Oslo, Norway	**Certificate of Competence,** *Kristelig Gymnasium* GPA: 5.72/6

Applied Projects

01/2022 – 03/2022	**Quizzzz app,** *Object Oriented Programming Project* Leading a team of 5 peers in developing a multiplayer desktop quiz application for raising awareness on energy consumption and sustainable consumer practices provided a unique opportunity to develop soft skills such as effective communication and accountability. Responsibilities included organizing and running weekly meetings, facilitating conflict resolution and ensuring everyone has a voice in discussions. Technologies used: Java (Spring and JavaFX), Git, GitLab.
03/2020 – 01/2021	**Marketplace platform,** *Computer Science class project* This full-stack web development project involved planning, developing and deploying a local marketplace platform for a school, allowing users to buy and sell used items. Working on both backend (database management and API handling) and frontend (UI/UX design) concepts allowed for unique insight into complete system design principles. Technologies used: Python (Flask, SQLite), HTML (Jinja), CSS (SASS).
10/2019 – 11/2020	**ISAKNOW,** *Creativity, Activity and Service Project* Focused on improving the flow of information on campus by creating information displays in the main buildings and houses, this team project involved developing a full-stack platform allowing users to post and display realtime messages throughout the school facilities. Additionally the team participated in workshops on goal-setting with McKinsey & Co and 2 hackathon weeks. Technologies used: Python (Flask, SQLite, web-scraping), Nginx, HTML, CSS, Javascript.

Research Projects

02/2020 – 11/2020	**Deep Learning Research Project,** *Extended Essay*

My 4000 word research paper "A comparison study on detection of Deepfakes using ANNs" detailed a quantitative comparison of 3 unique deep learning models (CNN, RNN, MLP) in the task of detecting DeepFakes (computer altered images/videos of people). The project involved planning and conducting the experiments, in addition to analysing and comparing results to draw meaningful conclusions.

Technologies used: Python (Tensorflow)

Work Experience

08/2016 – 06/2019	**Youth basketball coach,**
	Nesodden Athletic Association (Nesodden IF), basketball group

I was responsible for a team of 15-20 boys (born in 2007) over 3 seasons from 2016-19, with a main focus of developing players' skills and understanding of the game in a fun and safe environment. I planned and led weekly practices and coached monthly games to this end, recognizing each player and encouraging teamwork on and off the court. The coach role is a season-long commitment and a paid position.

Programming experience

Java	● ● ● ● ○	Python	● ● ● ● ○
Javascript	● ● ● ○ ○	HTML/CSS	● ● ○ ○ ○
SQL	● ● ○ ○ ○	C	● ○ ○ ○ ○

Tool skills

Microsoft Office	**Git**
Including Word, Powerpoint, Excel, OneNote	Including Github and Gitlab
Visual Studio Code	**Microsoft Azure**

Soft skills

Teamwork	Communication
Problem solving	Project management
Organization	Adaptability