Anders Bo Rasmussen
Kongelyset 114 1.J, 4200 Slagelse, Denmark
Mobil: +4527622657 | anras573.github.io
Email: anras573@gmail.com

CV for Anders Bo Rasmussen

Experience

Junior Software Developer - AutoButler

October 2014 - january 2015

During my student job at AutoButler I got further acquainted with **Ruby on Rails, Linux (Ubuntu)** and **PostgreSQL.** I also became acquainted with **JavaScript,** since I had to implement some tracking pixels, and I had to implement some resizing of an iFrame, to be used in collaboration with the insurance company, so that they could communicate with the car owners directly via Autobutler. I would further test all of the implementation with **rSpec**.

Developer Intern - AutoButler

July 2014 - october 2014

During my internship at AutoButler, I became acquainted with **Ruby on Rails, Linux (Ubuntu)** and **PostgreSQL.** I fixed small bugs and made a benefit-system for the car owners, so that they could get an easy overview of what benefit were available to them. I also made an admin-page, where the sellers could easily create new benefits, with text, images and links, or change old benefits. I would test every implementation with **rSpec.**

Developer and System Developer - PlayNation.eu

December 2013 - marts 2014

During my work at PlayNation, I became acquainted with version control software like **Git** and I was tasked with creating a version control software in **Java**. In addition I should develop a code host like **GitHub** to support PlayNation's own software projects.

Service Employee - Fakta a/s

May 2006 - february 2008

Anders Bo Rasmussen
Kongelyset 114 1.J, 4200 Slagelse, Denmark
Mobil: +4527622657 | anras573.github.io
Email: anras573@gmail.com

Volunteer Experience

IT and Communication - Roskilde Festival

July 2009 - july 2009

Languages

Danish - native

English - professionally

Skills

Java	|	**MySQL**	|	**C#**
English	|	**Danish**	|	**Software Development**
SCRUM	|	**Extreme Programming**	|	**SQL**
Ruby	|	**Ruby on Rails**	|	**RSpec**
HTML5	|	**JavaScript**	|	**CSS**
AngularJS	|	**JUnit**	|	**PHPUNIT**
PHP	|	**Databases**	|	**UML**
Teamwork	|	**Database Design**	|	**Software Documentation**
Software Design	|		|	

Anders Bo Rasmussen
Kongelyset 114 1.J, 4200 Slagelse, Denmark
Mobil: +4527622657 | anras573.github.io
Email: anras573@gmail.com

Education

EAL Odense

Bachelor in Software Development, 2015 – 2016

Contract-based Development

The module qualifies me to use contracts in the development of large systems, including cross-cultural global development projects.

I learned to use contracts at different levels of abstraction and different degrees of formality in connection with the development of large systems. Furthermore I achieved, among other things, knowledge on practical programming contracts, fundamental mathematical structures as well as the validity and correctness of programs.

We used **Java** in collaboration with **OpenJML**, and **C#** in collaboration with **Code Contracts.**

Project Management

The module qualifies me to manage small to medium-sized projects. In addition I will be prepared to assume responsibility for management tasks related to major projects.

I have knowledge of project formulation and project strategies on project management tasks, as well on the interaction between other projects and the rest of the organization. I have worked on project models, project planning, quality assurance and follow-up.

I have acquired the skills needed to act as a project manager in all phases of the project and independently make the necessary decisions concerning the project.

I have primarily focused on **SCRUM** and **Prince 2.**

System Integration

The module qualifies me to work with the technical integration of systems. I learned how to integrate existing systems in the development of new systems, and I am able to develop new systems that support future integration.

I gained, among other things, knowledge about the business considerations of system integration, and I got an overview of the techniques and tools used for data conversion, migration and integration. I also got knowledge of service and object-oriented architecture.

Anders Bo Rasmussen
Kongelyset 114 1.J, 4200 Slagelse, Denmark
Mobil: +4527622657 | anras573.github.io
Email: anras573@gmail.com

EASJ Næstved

Academy Profession Degree Programme in Computer Science, 2012 – 2015

For the first year exam, my group and I, made a system for Bejerholms Stenhuggeri. The system was written in **Java** and the database was written in **MySQL**. The system was primarily and inventory management system, but could also generate invoice and delivery notes.

In the third semester, my group and I, made a system for a music teacher named Pernille. She wanted a system that could keep track of all of her music notes, songs, choir and courses. We created a system in **Java** that saved all of her files and dived them into categories and keyword. All the information was stored in a database written in **MySQL**. The system should also store information about the students and courses, so that she could report who was ill through a printing and could easily find the contact details of the children's parents. As a project management tool we used **SCRUM** and **XP.**

In the fourth semester, my group and I, made a system for Berendsen in Holbæk. The system was supposed to be a multi-user system, so we wrote the client and server in **Java.** The database we wrote in **MySQL**. We used **RMI** to control the objects between the client and server. The system was able to record information about the various employee and create a roster. The system was able to keep track of the different production lines and collect a lot of information about their productivity. All of these figures could be pulled out in an Excel document. All the code was tested with **JUnit**. As a management tool we used **SCRUM.**

For the final exam, my group and I, made a time management tool for Supeo. They wanted the system made in **Zend Framework 2** and **Doctrine 2**, the database should be made with **PostgreSQL**, and it had to be written in **PHP**. The system would keep track of projects and should be integrated with **Pivotal Tracker**. Furthermore the system had to record how much each employee had spent on various tasks. All the code was tested with **PHPUnit**. As a project management tool we used **SCRUM.**

My elective modules was **Neural Network** and **Game Programming in Java.** I chose to write my synopsis in **Neural Network** and the subject was **Artificial Life.**

Anders Bo Rasmussen
Kongelyset 114 1.J, 4200 Slagelse, Denmark
Mobil: +4527622657 | anras573.github.io
Email: anras573@gmail.com

Projects

BoxTube

http://boxtube.andersborasmussen.dk

A YouTube JukeBox app buildt with AngularJS

At parties, YouTube is often used as the sole music provider. People queue the video that they want to hear.

BoxTube is an attempt to simplify this scenario.

- Single page app
- Ajax search
- Playlists (upcoming and archived videos)
- Automatic play (as soon as the current video ends)
- Mobile first design

Anras573.GitHub.io

http://anras573.github.io - http://andersborasmussen.dk

A personal 'CV-site' buildt with AngularJS