



Astrid Sørensen

SOFTWARE ENGINEER

✉ astridavalin@gmail.com

📍 Rytterparken 74, Hornslet, 8543, Denmark

☎ +4526702179

Details

Driving license

Yes (B)

Nationality

Danish

Profile

Ambitious Software Engineer (and dedicated cat mom) with 9 years of coding experience and a passion for clean, purposeful code. Experienced in agile teams using SCRUM, with a strong eye for detail and code quality. I apply SMART principles not just in planning, but in every implementation decision - striving for solutions that are specific, measurable, achievable, relevant, and testable

Skills

C#



Unity



Git



CI/CD



Autodesk 3ds Max



Python



SQL



JavaScript



C++



.NET



Java



Github Actions



Autodesk Maya



Blender



HTML & CSS



RESTful



Node.js



Lua



Professional Experience

Software Pilot, Trifork, Århus

March 2021 — December 2024

- Developed the LEGO Super Mario app, while gaining understanding of Jira, Confluence, and CI/CD with GitLab. The app communicated with multiple Bluetooth devices, and this was handled using pure C#.
- Built an iOS app from scratch to open and close windows internally on location with Swift as frontend & WebSockets as the communication layer. I also delved deeply into building full CI/CD pipelines with YAML via Github Actions.
- Developer on the virtual Fish Designer experience at LEGO House with a focus on Unity/C# tasks. All code was written with MVP architecture in mind.

- Contributed to creating a demo VR flight training app for Apple Vision Pro, aiming to handle in-flight emergencies. The application was written in Unity/C#

Unity Developer, AquaGlobe, Skanderborg

February 2019 — June 2019

- Worked together with an amazing colleague, creating an XR app for Microsoft HoloLens to tour different water facilities.
- Mediator between different firms on the possibilities with this relatively new hardware, to create a mutual vision.
- Creating simple 3D models in Maya to illustrate some of the machines at the facility
- Read more about the experience [here](#)

R&D Backend Developer, Smartplan, Århus

August 2017 — December 2017

- Internship started at Smartplan, and was introduced to a R&D environment.
- Here, I created the backend for an automated rostering tool using Java and Optaplanner (Drools Rule Engine) from scratch.
- After the internship ended, I was hired to finish and polish the tool.

Education

Software Engineer, VIA University College, Viborg

August 2018 — January 2021

I got a bachelor in Software Engineering with a specialization in AR & VR. I got familiar with developing for a lot of different HMDs from Microsoft HoloLens (XR), Oculus Rift/Quest & HTC Vive.

Computer Science AP Degree, Erhvervsakademi Aarhus, Århus

August 2015 — May 2018

I finished an AP degree in computer science, where I have specialized in mobile development. I got a bunch of my general tools during this education and a great foundation of my coding knowledge.

Math A Degree, VUC, Århus

June 2014 — June 2015

In order to continue my studies with computer science, I needed to increase my math from C-level to A-level, and thus I spent a year on VUC to achieve that.

High School Diploma, Egå Gymnasium, Egå

August 2011 — May 2014

I specialized within the creative line, which means I had Music & English on A-level and Drama on C-level. This also means I am pretty familiar with a ukulele and piano by now.

Languages

Danish



English



Hobbies

Creating, modding and playing video games. Furthermore I enjoy drawing pixel art, playing ukulele and skateboarding.

Links

[My portfolio](#)

References

References available upon request