# Astrid Avalin Sørensen

SOFTWARE ENGINEER

## Profile

*Ambitious Software Engineer with 9 years of coding experience, eager for more. Familiar with SCRUM and agile development with an eye for detail, and always keeping the SMART principles in mind for every line of code.*

## Work Experience

### Software Pilot at Trifork, Aarhus

SEPTEMBER 2021 — DECEMBER 2024

- Started as a developer on the LEGO Super Mario app, gaining basic 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#.

### R&D Backend Developer at Smartplan, Aarhus

AUGUST 2017 — DECEMBER 2017

- Internship at Smartplan, where I was introduced to an R&D environment.
- I created the backend for an automated scheduling system in Java and with Optaplanner (Drools Rule Engine) from scratch.
- After the internship, I was hired to finish and polish the tool.

### Unity Developer at AquaGlobe, Skanderborg

FEBRUARY 2019 — JUNE 2019

- Created an XR app for Microsoft HoloLens in collaboration with a fantastic colleague, where one could see various water facilities.
- Acted as a mediator between various companies involved in the new hardware and worked to create a common vision.
- Created simple 3D models in Maya to illustrate some of the machinery that purifies water.
- Read about the experience [here](#) (Danish article)

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## Details

Rytterparken 74, Hornslet, 8543, Danmark
+4526702179

NATIONALITY

Danish

DATE/PLACE OF BIRTH

02-08-1994
Lisbjerg

## Competences

C#

Java

A-Frame

Git

.NET

.NET Framework

YAML

Python

HTML & CSS

SQL

JavaScript

Node.js

C++

jQuery

Autodesk 3ds Max

Autodesk Maya

MongoDB

Adobe Photoshop

## Languages

Danish

English

## Education

### Software Engineer, VIA University College, Viborg

AUGUST 2018 — JANUARY 2021

I have a bachelor's degree in Software Engineering with a specialization in AR & VR. I am familiar with working with various HMDs, such as Microsoft HoloLens (XR), Oculus Rift/Quest, and HTC Vive. During this time, I also started working with 3D engines such as Unity and Unreal Engine.

I also developed applications outside the XR realm, including a Snake clone in Windows Forms (WF), which can be found [here](#). Everything was written from scratch, including the game loop.

### Computer Science AP Degree, Business Academy Aarhus, Aarhus

AUGUST 2015 — MAY 2018

I completed my AP degree in computer science, where I specialized in mobile development. This education laid the foundation for my coding skills, and most of the tools I'm familiar with were introduced during this time.

### Mathematics A-level, VUC, Aarhus

JUNE 2014 — JUNE 2015

In order to continue my studies as a computer scientist, I had to upgrade my math from C-level to A-level. The ambitions were high, and I raised it to A.

### STX High School Diploma, Egå Gymnasium, Egå

AUGUST 2011 — MAY 2014

I had a creative line with Music A, English A, and Drama C. This means I am quite familiar with a ukulele and a piano now. And if you need a small theatrical play, I could probably wind that up too!

## References

Available upon request.

## Hobbies

Create, modify og play videogames. Developing random but useful virtual gadgets. Other than that I like drawing pixel art and playing ukulele.

## Links

[My portfolio](#)

[My Github](#)

[My LinkedIn](#)