Baldrian

Coded Designer & Creative Technologist

Baldrian Sector

Grønjordskollegiet 1, 1108 2300 Copenhagen, Denmark

(+45) 27 45 87 65 baldriansector@gmail.com

Skills

Languages: Python, JavaScript, C#, Java, AppleScript, HTML/CSS

Frameworks & Libraries: React, Vue, Tailwind, Three.js, Processing, p5.js

Software: Figma, Adobe Suite, Unity, TouchDesigner, QLab

Education

Bachelor's in Coded Design / Student

2023-2026, Danish School of Media and Journalism

Interdisciplinary program combining programming, design, and visual communication. Focus areas: full-stack development, UX/UI, creative coding, generative systems, and human–AI experiences.

High School / Student

2012-2014, Campus Bornholm

Graduated with top grades across all subjects.

Work

Wind Tunnel Instructor / Copenhagen Air Experience

2023-present, Indoor skydiving

Ensuring safety and providing instruction before, during, and after flights. Offering personalized coaching for various skill levels.

Designer & programmer / Freelance

2014–2022, Danish theater productions & festivals

Worked across a magnitude of theatre teams including The Royal Danish Theater, Mungo Park, Uppercut Danseteater, Teater V, Teater Momentum, Aveny T, and many more on a long list of award winning productions. Roles included light-, video and sound design, programming, technical direction, and show operation.

Other

Programming teacher at The Danish National School of Performing Arts, travel and portrait **photographer**, and **licensed skydiver**.