



As a person, I am driven by my desire to create. I love nothing more than to concentrate on a project, striving to make it the best it can be. The only thing better is to do the same with other like minded people.

INTERESTS

- Software Architecture
- Distributed Systems
- AI-integration
- Human-centered Design
- Teamwork and Leadership
- Music
- Writing

TECHNICAL SKILLS

- JavaScript + TypeScript
- React + React Native
- Node.js
- Python
- Sql + NonSql
- RabbitMQ
- NGINX
- Docker
- Linux
- More...

ACADEMIC ACHIEVEMENTS

Bachelor's Thesis: 5

Mean grade of bachelor studies: 4,17

Mean grade of master studies: 4,9

LANGUAGES

Swedish: Mother tongue

English: Fluent

Finnish: Fluent

CONTACT

Number: +358 452 010 443

Email: alexander-engelhardt@outlook.com

LinkedIn: Alexander Engelhardt

Github: Catrovitch

Homepage: alex-engelhardt.com



LinkedIn | Github | Homepage

Alexander Engelhardt

Earth, Technology, Arts

MY JOURNEY

My journey to mastering in computer science started with a passion for creating my own digital products. I have always loved creative arts and computer science gives the tools that bring endless opportunities. This CV focuses on computer science, but check out my personal homepage for more context about my artistic work.

EXPERIENCE

MammalBase: Project Coordinator

University of Helsinki & The Finnish Museum of Natural History

In this position, I functioned as a group project coordinator. This included overseeing agile practices, functioning as a communicator between programmers, University of Helsinki and the Finnish Museum of Natural History.

Berry Picker Tracker: Software developer

University Of Helsinki

This project was part of the course Software Engineering Lab at University of Helsinki where groups of students develop full stack applications for real world usage. Our project was developing a mobile application that prevents getting lost while picking berries as well as helping others find you if you do get lost.

Teacher

Granhult, Lagstad, Rödskog

Working as a teacher is much like working as any project manager. First one needs to learn how to balance empathy and discipline. Second to keep everyone engaged one needs to keep interest up. To do this one needs to know one's subject, speak in a clear and inspiring manner and have a little sense for showmanship.

EDUCATION

Master's Degree in Computer Science

University of Helsinki (2023-2025)

I am currently studying the master's programme in computer science at University of Helsinki with a focus on distributed systems, software architecture and full stack development.

Bachelor's Degree in Computer Science

University of Helsinki (2021-2023)

I finished by bachelor's studies with a mean grade of 4.17 and the best grade of 5 in my bachelor's thesis.

Minor in Geography

University of Helsinki (2020-2021)

Before studying computer science I studied geography. I switched to computer science due to wanting to acquire more technical insight, but geography remains a minor for me with over 60 study points to it. This includes physical- and cultural geography, urban planning, and geographical information systems.