
STEFFEN W. CHRISTENSEN

SOFTWARE ENGINEER

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<https://ensnack.github.io/SC-Portfolio/#home>

EDUCATION

2015-2019 Bachelor (BA) Digital Design Aarhus University

Full degree title: Digital Design – IT, Aesthetic & Interaction. With eleven modules such as: Aesthetic programming, Industrial Design, Interactive Design II, and my Bachelor Project, as well as a supplementary subject in computer science with five modules such as: Introduction to programming, Calculus Alpha, Foundations of Algorithms and Data Structures.

2012-2015 Certificate for Upper Secondary Fredericia Gymnasium

Primary subjects include Danish on A level, English A, History A, Media Studies B and Social Science B, as well as supplementary subjects such as French Beginner on A level and Mathematics on A.

RELEVANT SKILLS

- I am familiar with the following technologies (in estimated order of proficiency): JavaScript, HTML, CSS, Java, Python 2.x and 3.x, LUA, C#, C++, and PHP. I have utilized these for both my studies and personal projects a period of 10+ years.
- I have a good understanding of industry-standard source control principals. I am most proficient in the use of Git, but happy to adapt to other systems if necessary.
- I am familiar with relational databases and their management systems (such as MySQL), having used them throughout my own projects and at university.
- I have experience in working within an agile framework and am familiar with the use of Scrum and Kanban methodologies.
- I have experience in a broad array of frontend development technologies such as JQuery and React - which I have previously used to create responsive webapps. In addition to this, I am capable of using image manipulation programs such as GIMP and Photoshop to create graphical designs.
- As a result of my design-heavy degree, I am capable of creating workable wireframes and mock-ups for systems and technologies.
- I am a native Danish speaker, with English as a second language.

WORK EXPERIENCE

2012-2013

Shop Assistant

Provianten, Fredericia

Working as a shop assistant for a small convenience store as my first job meant that I got my first taste of responsibility, teamwork, all the while I built a more extroverted personality as a result of the many customers that would enter the store and commonly start conversations with oneself.

HOBBIES

- Coding is a big part of my life – whether I code for personal reasons for simple quality of life purposes, or for commercial purposes for high quality front- and back-end solutions.
- I play a fair amount of video games of many different genres. Some of my favourite genres include roguelikes and grindy MMOs.
- I spend time on graphical design of diverse images, for example showing statistics through infographic design. I also use graphic design for mock-ups and design of plausible changes in a product.