martin**madsen**
graduate student of computer science

about

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languages

bilingual danish/english

programming

Ruby, Python
JavaScript, Express.js
C, C♯, Java
SQL, XQuery
LaTeX, HTML, CSS3
Git, SVN
Haskell (learning)
Swift (learning)
Software engineering
OS X, Unix

interests

machine learning
web development
healthcare
automotive industry

education

since 2014	**M.Sc.** in Computer Science	Aalborg University (AAU), Denmark
	Majoring in Computer Science (120 ECTS)	
	Specializing in Machine Intelligence	
2014-2015	**Studying abroad**	University of California, San Diego
	Accredited as part of the first year of my master's degree from Aalborg University	
2011-2014	**B.Sc.** in Computer Science	Aalborg University (AAU), Denmark
	Majoring in Computer Science (180 ECTS)	
2008-2011	**Student**	EUC Nord - Technical Gymnasium of Hjørring
	Focus in physics and engineering	

experience

2012-2014	**Student Software Developer**	Falck Healthcare a/s
	Development of Ruby on Rails-based system used daily by ca. 40 of Falck's physiotherapists to journal their patients' treatments and wellbeing.	
2010-2014	**Founder**	Divambu (shut down)
	Ran my own small company developing and hosting web sites for clients.	

other activities

2013-2014	**Student member of the Study Board**	Aalborg University (AAU), Denmark
	Elected position. Handling of educations within Computer Science curricula at the university, quality assurance of education, handling of exemptions, etc.	
2012-2014	**Volunteer mentor**	Projekt Solskinsunge 2012
	We arranged bi-monthly social gatherings for teenagers aged 15-18, most of who were second generation immigrants.	

projects

2015	**XQuery Processor**	UC San Diego, / martinbjeldbak/xquery-processor
	Implemented a subset of the XQuery and XPath XML query languages in Java.	
2014	**Diversity Measurement in Genetic Algorithms**	AAU, martinbmadsen.dk/bachelor.pdf
	Concluded my B.Sc. degree. Currently in the process of getting published.	
2014	**OpenTracker**	/ martinbjeldbak/openTrackerAPI
	Rails app and corresponding Python plugin for the racing simulator video game Assetto Corsa, allowing anyone to view location and information of racers on track in real-time.	

…and many others! I contribute as much as I can to open source and work on other projects for fun. For more examples, feel free to check out my GitHub profile linked above.