martinmadsen

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

Majoring in Computer Science (120 ECTS)

Specializing in Machine Intelligence

2014 **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

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, \square / 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.

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.