martinmadsen

graduate student of computer science

about

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> in / martinbmadsen

languages

bilingual danish/english

programming

JavaScript
(ES6, node.js, jQuery)
C, C#, Java
Python, Ruby
(Ruby on Rails)
LATEX and XATEX
HTML, CSS3
Git, SVN
Haskell (learning)
Swift (learning)
Software engineering
Windows, OS X, Unix

education

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

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.
2008-2010	Service Worker Fakta a/s
	Customer service, fulfilling everyday tasks required to run a busy grocery store.

other activities

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

projects

2015	XQuery Processor UC San I Implemented a subset of the XQuery and	Diego, 7 / martinbmadsen/xquery-processor 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 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.