

# Hans Heje

## Curriculum Vitae

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## Work experience

### 2022 - Now IBM • Software Engineer

- Helped the Danish national football team win tournaments, increasing their FIFA ranking from 16 to 11 by developing a hybrid cloud-based application that leveraged machine learning to create data analysis reports of games.
- Apart of team that helped further quantum computing understanding and research in Denmark.

### 2022 - Now Novo Nordisk • Data Engineer

- Ad hoc data engineering & science to visualize pharmaceutical data. Created a machine learning classifier for protein particles.

### 2022 - Now Aalborg University - TypNLP • Research Assistant in NLP

- Assisted in natural language processing research surrounding low-resource languages.

### 2022 - 2022 Aalborg University • Teaching Assistant in OOP

- Heavy focus was placed on different design patterns and their utility. Supervised their capstone project and helped explain concepts.

### 2021 - 2022 Januar • Cyber Security

- Implemented S-SDLC. Risk analysis of companies. Reduced attack surface through initiatives & new policies.
- Implemented security measures (i.e., EDR, security training).
- General security testing (i.e., pen testing). Helped with establishing Cyber security roadmap & convinced management.

## Personal projects

- Using MongoDB, Express, Bootstrap, Node.js I Co-created a website to help reduce the user's carbon footprint through the usage of APIs, forecasting algorithms (ARIMA), and an account-specific recommendation system.
- Designed and created a board game programming language & compiler, including the grammar (EBNF), lexer, parser (AST), scope rules and type rules, that code generated to both x86 assembly and C.
- Using MongoDB, Java, SpringBoot, React.js, collaborated with Blue City to establish requirements and model their problem domain (i.e., UML). Developed an object-oriented solution that reduced repair times.
- Using C, I created a filtering system helping the user decide which parts of a CV should be included.
- Combined with digital electronics, I programmed an Arduino in C to create a clock that gave personalized compliments & indicating temperature
- Using C# and the Unity game engine, I created an iPhone game to help kids in elementary school learn math in a fun way.

## Education

### 2020 - 2023 Aalborg University • B.Sc. in Software Engineering

- First in my class.
- Study start coordinator for 85 students.

## Certificates

EPFL Digital Signal Processing • Stanford Cryptography • Chainalysis Blockchain • Duke Uni. Inferential Statistics • Stanford Game Theory • UAB Digital Systems