

DANIEL LARSEN

EXPERIENCE

- **Netcompany, Denmark** *July 2019 - October 2019*
Application Management Analyst (Part-time)
- **Netcompany, Denmark** *February 2019 - June 2019*
Software Developer (Internship)
Responsibilities: Troubleshooting Microsoft SharePoint applications for Danish government agencies, ranging from problem analysis, finding the cause and estimating development time to final implementation.

EDUCATION

- **Technical University of Denmark** *February 2020 - January 2023*
Master of Science in Engineering, Computer Science and Engineering
Academical focus: Embedded and Distributed Systems
- **Technical University of Denmark** *September 2016 - January 2020*
Bachelor of Engineering, Software Technology
Academical focus: Programming principles and paradigms, algorithms and data structures, functional programming.

TECHNICAL SKILLS

- **Programming languages** Java, C#, Python, C, C++, SQL, JavaScript, HTML, CSS.
- **Software & Tools** IntelliJ Idea, Vim, Visual Studio/Code, CLI, Linux, Git.

PROJECTS

- **EventLink** *2019 - 2020*
EventLink is a mobile application for Android and iOS where you can check out the latest events happening near you, provided by multiple sources. Created with .NET Core, Flutter and GraphQL.
- **Celestial Outbreak** *2016 - Present*
Celestial Outbreak is a space-themed, Breakout-like sandbox video game with focus on customization. Includes complete user customization and configuration. Implemented in core Java.
- **iyyel.io** *2016 - Present*
iyyel.io is a personal website, portfolio and blog created with HTML/CSS. It is statically generated by the Jekyll engine.

EXTRACURRICULAR WORK

- **Copenhacks 2019** *April 2019*
Attended Copenhacks 2019 (Hackathon) at Microsoft Development Center, Copenhagen. Implemented a Spotify alarm mobile application in React-Native.

LANGUAGES

- **Danish** (Native) · **English** (Fluent) · **Spanish** (Basic)