Nikolai Emil **Damm**

SOFTWARE ENGINEER

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Education

Kildevæld Efterskole	*Kolding, Denmark*
GRADUATION FROM PRIMARY SCHOOL	*2008 - 2011*

Sønderborg Statsskole	*Sønderborg, Denmark*
GRADUATION FROM STX	*2011 - 2014*

University of Southern Denmark, SDU — *Odense, Denmark*

LEARNING AND EXPERIENCE TECHNOLOGY (NO DEGREE) — *2016 - 2018*

- Knowledge gained:
  - UX and Interaction Design.
  - VR and AR development.
  - Game development with Unity.
  - Web development with JavaScript.
- Projects:
  - **1st semester:** An Asymmetrical Multiplayer Game developed with GameMaker. It turned out well, and we were asked to showcase it for new students, which was really cool.
  - **2nd semester:** A booking system made as a Node.js web-application,for a housing cooperative firm that needed a modern way to book out their guest apartment. It was made as a calendar utilizing Bootstrap and different frameworks, as well as a NoSQL database, to save bookings. It is as far as i know still used today.
  - **3rd semester:** A Node.js web app for a simulated primary school project week about bees.
  - **4th semester:** A toy for children in a kindergarten we worked with. It was a pillow that made sounds when touched. It was made to enhance different kinds of play. It was not very successful, but it was a fun project to work on.

University of Southern Denmark, SDU — *Odense, Denmark*

B.S. IN SOFTWARE ENGINEERING — *2018 - 2021*

- Knowledge gained:
  - Software engineering principles, practices, tools and techniques.
  - Containerization and clustering.
  - Architectural and infrastructural patterns.
  - Programming paradigms and languages.
  - Algorithms and data structures.
  - Operating systems and network.
- Projects:
  - **1st Semester:** A clone of the game Bubble-Struggle written in Java with object-oriented patterns and the 3-layer architecture.
  - **3rd semester:** A web app for students wanting to study abroad. A map with universities around the world, where a user could click on a university to get cultural information as well as the big-mac index compared to their origin country.
  - **4th semester:** A boss fighter game written utilizing the OSGi framework to make every component in the game modular. We made it possible to disable and enable components which other components depended on, by iteratively disabling/enabling dependencies.
  - **5th semester:** Experts in Teams project concerned with the effect on CO_2 emission in a future where migrating current fossil-fueled planes to hydrogen-powered planes is possible.
  - **Bachelor thesis:** I built a generic framework capable of translating one text source into another, e.g, from Java to C#. The framework was used to generate AnyLogic models for a web-based application (EcosystemMapGenerator) I built for SDU.

University of Southern Denmark, SDU — *Odense, Denmark*

MSc IN SOFTWARE ENGINEERING — *2021 - now*

Skills

DevOps	Docker, Docker Swarm, (HashiCorp Nomad), Portainer, GitOps, Grafana and Prometheus, (InfluxDB TICK)
Data storage	SQL, NoSQL, Hadoop, (Ceph), NFS
Back-end	REST API, CRUD, MediatR, EFCore, Kafka, Spark
Front-end	Blazor, Vue, HTML5, SASS, SwiftUI
Software categories	Web, Phone, Desktop, CMS, Services, DSL, Generation, Parsing, Games, Robots, Clusters, Pipelines
Programming	C#, Swift, Java, TypeScript, Python, LaTeX, ReGeX, PlantUML
Languages	Danish, English

Experience

Fakta
Augustenborg, Denmark

STUDENT WORKER/CLOSING RESPONSIBLE
2011 - 2013

Elgiganten
Sønderborg, Denmark

WAREHOUSE EMPLOYEE
July. 2014 - Sep. 2014

Fakta
Augustenborg, Denmark

STORE EMPLOYEE
2014 - 2015

The Gap
Aalborg, Denmark

BARTENDER
Feb. 2014 - Apr. 2015

Danfoss
Nordborg, Denmark

JKS SUBSTITUTE
May. 2016 - July. 2016

GF Insurance
Odense, Denmark

STUDENT DEVELOPER
2018 - 2019

- Worked with front-end development, Sitecore and maintenance of the backend.
- **Contact Person:** Karsten Elbek Frimark, Phone: +45 29690167, Linkedin: udretteren

University of Southern Denmark, SDU
Odense, Denmark

STUDENT DEVELOPER AT MAERSK MC-KINNEY MØLLER INSTITUTE
2019 - 2021

- Built the EcosystemMapGenerator a web app capable of generating agent-based Ecosystem Diagrams from data typed into the app. It was built with Blazor, .NET, EFCore and was deployed to Azure with a GitOps workflow. The app was extended such that it could generate AnyLogic projects with the framework I built along my bachelor thesis.
- **Contact Person:** Bo Nørregaard, +45 65503545, Linkedin: bo-nørregaard-jørgensen

FiftyTwo
Kolding, Denmark

STUDENT DEVELOPER
2021 - now

- Working on the backend system that handles all request from FiftyTwo owned shops. Mostly working with C#, SQL and Visual Basic.