



Nikolai Emil Damm

SOFTWARE ENGINEER

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Education

Kildevæld Efterskole

GRADUATION FROM PRIMARY SCHOOL

Kolding, Denmark

2008 - 2011

Sønderborg Statsskole

GRADUATION FROM STX

Sønderborg, Denmark

2011 - 2014

University of Southern Denmark, SDU

LEARNING AND EXPERIENCE TECHNOLOGY (NO DEGREE)

Odense, Denmark

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 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, different frameworks, and 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

B.S. IN SOFTWARE ENGINEERING

Odense, Denmark

2018 - 2021

- Knowledge gained:
 - Algorithms and data structures.
 - Architectural and infrastructural patterns.
 - Containerization and clustering.
 - Operating systems and network.
 - Programming paradigms and languages.
 - Software engineering principles, practices, tools, and techniques.
- 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 worldwide, where a user could click on a university to get cultural information and the big-mac index compared to their origin country.
 - **4th semester:** A boss fighter game utilizing the OSGi framework to make every component in the game modular. We made it possible to disable and enable components others depended on by iteratively disabling/enabling dependencies.
 - **5th semester:** Experts in Teams project concerned with the effect on CO2 emission in a future where migrating 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.

- Knowledge gained:
 - Big Data Systems
 - Cloud computing
 - DevOps
 - Domain Specific Languages
 - Embedded Systems
 - iOS Development
- Projects:
 - **7th semester:** A big data system that scraped satellite imagery of beach geo-locations from the Sentinel-2 satellite and processed them to determine how shorelines have changed over time. An Android app was also built to visualize the data.
 - **8th semester:** A simulated assembly line consisting of a self-constructed crane, a rotating disk, and a web camera. It was programmed by the group's own DSL, which generated a client that could execute the program. The client utilized MQTT to communicate with the embedded system.
 - **9th semester:** We developed Power Price Assistant, a web app that simulates a system that can advise on what electricity provider to choose based on the user's electricity consumption patterns.
 - **Master thesis:** A study of whether a data space can be implemented as a data mesh and what benefits and drawbacks it can have for the energy sector in Denmark. A prototype of a data product, the central component of a data mesh, was developed to test the hypothesis.

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

STUDENT WORKER/CLOSING RESPONSIBLE

Augustenborg, Denmark

2011 - 2013

Elgiganten

WAREHOUSE EMPLOYEE

Sønderborg, Denmark

July. 2014 - Sep. 2014

Fakta

STORE EMPLOYEE

Augustenborg, Denmark

2014 - 2015

The Gap

BARTENDER

Aalborg, Denmark

Feb. 2014 - Apr. 2015

Danfoss

JKS SUBSTITUTE

Nordborg, Denmark

May. 2016 - July. 2016

GF Insurance

STUDENT DEVELOPER

Odense, Denmark

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

STUDENT DEVELOPER AT MAERSK MC-KINNEY MØLLER INSTITUTE

Odense, Denmark

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, and EFCore and was deployed to Azure with a GitOps workflow. The app was extended to generate AnyLogic projects with the framework I built and my bachelor thesis.
- **Contact Person:** Bo Nørregaard, +45 65503545, LinkedIn: bo-nørregaard-jørgensen

FiftyTwo

Kolding, Denmark

STUDENT DEVELOPER

2021 - June 2022

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

Umbraco

Odense, Denmark

STUDENT DEVELOPER

Juli 2022 - now

- Working on Umbraco Heartcore, a headless CMS offering.
- **Contact Person:** Morten Christensen, LinkedIn: mortenchr