Kasper Baun

Code Monkey & Food Lover

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PROJECTS

BOOST MY ECONOMY | C#
2022
- → Personal Finance Tool or Workspace to analyze spending in detail.
- → Written in C# with Blazor Server, EntityFramework, ASP.NET API and MySQL database.
- → For the course 62413 - Advanced OO-programming in C#.

AUCTIONATOR | Kotlin & Java
2022
- → An application for creating and bidding on auctions concurrently using Tuple Spaces as persistence.
- → The project uses Jetpack Compose Desktop framework and jSpace as a Java library, and has the goal of teaching coordination design for concurrency.
- → For the course 02148: Introduction to Coordination in Distributed Applications.

STATTRACK | Kotlin
2021
- → A native android mobile-application for handball trainers/enthusiasts to track data for a specific team, and visualize performance of team and team members.
- → Written in Kotlin language using Jetpack Compose and MVVM architecture with Repository design pattern.
- → For the course 62416: Advanced Mobile Application Development.

BIO404 | JavaScript, React
2021
- → A cinema-booking system deployed with Docker and CI/CD pipeline with gated commits. Loadbalancing using NGINX to redirect to docker container on VM.
- → Written in JavaScript with React framework and with MobX state management for FrontEnd. Backend written in C# (Movie data API and Customer data API). VM hosted on DTU servers running Linux.
- → For the course 62582: Complex Systems and DevOps.

For more of my projects, please go to kasperbaun.dk.

EXPERIENCE

ANTONS - WWW.ANTONS.NU | Souschef and IT-responsible
April 2013 - April 2017 | Herlev, Denmark

- → Managed and structured the daily workflow for the staff.
- → Lead the development of new IT-infrastructure to optimize production and minimize faults.
- → Planned logistics for larger catering events (+1000 people).
- → Developed new products for both the catering- and canteen operation.

NOVOZYMES | Chef & Chef Trainee
September 2011 - March 2013 | Bagsværd, Denmark

- → Daily lunch production for 500+ employees.
- → Catering events on-site for various occasions.

SKILLS

PROGRAMMING

Proficient:
Kotlin • Java • JavaScript

Experienced:
C • C# • SQL
CSS • HTML

Familiar:
Shell • Assembly • LATEX

LIBRARIES/FRAMEWORKS

React • Jetpack Compose •
Kotlin Multiplatform
Entity Framework

TOOLS/PLATFORMS

Git • Heroku • Docker •
Node.js • Maven •
Gradle • NGINX •
Github Actions/Runner •
FireStore

LANGUAGES

Fluent:
English • Danish

EDUCATION

DTU - TECHNICAL UNIVERSITY OF DENMARK
B.Eng. in Computer Science
Sept 2018 - Present | Lyngby, Denmark

CULINARY ARTS SCHOOL - CAMPUS BORNHOLM
Gastronome specialty as Chef
Sept 2008 - May 2012 | Rønne, Bornholm

THE ROYAL GUARD - DANISH DEFENSE
KSE - Konstabelelev
Sept 2007 - June 2008 | Birkerød, Denmark