

# Mikkel Jürs

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## SUMMARY

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Dedicated Software Engineering student with a strong background in retail management and proficiency in Java and MySQL seeks a student assistant role at a tech company. Driven and eager to contribute to the organization's success, this individual offers exceptional leadership, problem-solving, and communication abilities while continuing to hone technical expertise.

## WORK EXPERIENCE

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### Elgiganten - Copenhagen, various locations

Mar 2015 - June 2022

From 2017 forward I managed a team of 15-45 employees in a fast-paced retail environment. Implemented strategies to improve sales, customer satisfaction, and store performance. Coordinated staff training and development. Oversaw inventory management, ensuring optimal stock levels and minimizing shrinkage. Resolved customer issues promptly and effectively, resulting in an average of **96%** satisfied customers in 4 different shops. Excelled in achieving and exceeding monthly and annual KPI targets.

## PROJECTS

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### MySQL Java GUI / GUI Logic project (2 week project, March 2023)

[Link to Demo](#)

- Created a GUI with JavaFX to show, edit, and add new data-entries to a database.
- Developed specific logic to apply when adding data directly from the GUI.
- Developed database logic of a fictive company TV3.
- Made UML models for the relational database, and created a corresponding .sql script to popularize and create database.
- Created method to retrieve tables from the database as a two-dimensional ArrayList of Strings, with error handling.

### Matador Java Game with JavaFX GUI (3 week project, Jan 2023)

[Link to Demo](#)

- Created a game board GUI using JavaFX.
- Created game-logic and game-loops for the classic board game Matador.
- Implemented serialization for save/load game.
- Created various graphical units for the game.
- Added animation for moving the car over board for more interactive game play.

### 16bit LC3 binary-string to text converter

[Link to Demo](#)

- Prepared a program to support myself and fellow students at coming exams.
- Converting LC3 Assembly Binary String to Text
- Implemented logic and junit tests
- Created various graphical units for the game.

## EDUCATION

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|             |  |          |
|-------------|--|----------|
| 2022 - 2026 | Software Engineering student at <b>Technical University of Denmark</b> |          |
|             | Calculus And Algebra 1 ( <a href="#">01901</a> )                       | (12)     |
|             | Discrete Mathematics 1 ( <a href="#">01904</a> )                       | (12)     |
|             | Development methods for IT systems ( <a href="#">62531</a> )           | (10)     |
|             | Versioncontrol ( <a href="#">62532</a> )                               | (4)      |
|             | Introductory Programming ( <a href="#">02312</a> )                     | (10)     |
| 2021 - 2022 | Leading Others <b>Elgiganten</b>                                       | (Passed) |
| 2009 - 2012 | HTX at <b>HTX Vibenhushus</b>  | (9.8)    |

## SKILLS

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- Strong leadership and team management skills.
- Excellent problem-solving and critical thinking abilities.
- Effective communication and interpersonal skills.
- Adaptable and quick learner in new environments.
- Detail-oriented and highly organized.
- Proficient in Java, MySQL (MariaDB), JDBC.
- Familiarity with software development methodologies, such as Unified Process, UML and Scrum.