

CV

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I am a 20 year old Software, Bachelor student at Aalborg University (AAU), where I also live. In my spare time I enjoy learning new programming related subjects, either by reading, or working on my own, small projects or on online learning platforms such as LeetCode. Examples of these could be firmware development for my keyboard (QMK), tinkering with my Linux-environment, and optimizing upon that by creating shell-scripts mainly for automation of tasks. Beyond that I also spend my spare time working. I have been programming since I was 16 years old.

Technical Competencies

Software Development

5+ years

git

3+ years

Project Development

4+ years

Linux Maintenance

2+ years

Known Programming Languages: Rust (~1 year), C# (5+ years), C (2 years), Bash (2 years), Web (JavaScript, HTML, CSS — 1 year),

Known Tools: Cargo (~1 year), .NET (5+ years), Unity (5+ years), CMake (2 years), Node.js (1 year), Electron (1 year), Docker (~ $\frac{1}{2}$ year), QMK (~ $1\frac{1}{2}$ year), GitHub (4+ years)

Education

2007–2016

Public School

Attendee at the public school in 9310 Vodskov (Vodskov Skole) from grade one to grade eight.

2016–2017

Continuation School

Attendee at Ingstrup Efterskole in grade 9.

2017–2020

High School

High school attendee for three years at Aalborg Techcollege (AATG), and received the Higher Technical Exam (HTX), with a specialised Study Area in *Communication & IT* A, *Programming* B, and technical study in *Technical Science* A.

2020–Now

University

Attendee at Aalborg University, studying Software Engineer, Bachelor.

1st Semester — Developed a workscheduling system for the production teams at Siemens Gamesa (Developed in C).

2nd Semester — Implemented the Signal Protocol in an IoT environment (Developed in JavaScript).

3rd Semester Developed a program for better handling of Siemens Gamesa's turbine blades' location and production (Developed in C#).

4. Semester (Current) — Developed a programming language as a replacement to the shell scripting language Bash (Developed in C#).

Employment

2018–2019	Føtex Nørresundby Over the time of my employment at Føtex Nørresundby, I had a selection of roles: Service employee — My first contract was as a Service employee, with a variety of tasks, primarily the operation of the bottle recycle machine. Cashier Assistant — About a half year after my employment, I was asked to be trained and relocated to a new position, Cahsier Assistant. Bake-Off Sale — When I turned 18 years old, and my contract terminated, I was offered a new position as Bake-Off Salesperson, which was my position up until my resignation.
2020–Now	RTX A/S I work as a student assistant at RTX A/S in Nørresundby, with both hardware and software tasks, consisting of soldering og assembling equipment, along with developing platforms monitoring for and testing of larger devices/components.

Other Experience

2021–Now	UNF Game Development Camp I am a volunteer at UNFs Game Development Camp, where I have had the following roles: 2021 Programmings Assistant — Assisting the programming teacher, and helping the campers with any programming related issues they might have. 2021 Logistics Responsible — In charge of handling the logistical requests of the other volunteers, and acquiring said logistics. 2022 Technical Manager — In charge of making sure the campers' technical equipment is operational and set up correctly, along with introducing them to git , and managing the problems they might have with the technalities.
2021	Tutor I volunteered as a tutor for the students in 2021, studying Software at Aalborg University.
2022	Tutor-Planner I am a volunteer as a tutor-planner for the students in 2022, studying Software at Aalborg University.

References

Provided upon request.