

# 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 (Current)** — Developed a program for better handling of Siemens Gamesa's turbine blades' location and production (Developed in C#).

## Employment

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2018–2019	<b>Føtex Nørresundby</b> Over the time of my employment at Føtex Nørresundby, I had a selection of roles:  <b>Service employee</b> — My first contract was as a Service employee, with a variety of tasks, primarily the operation of the bottle recycle machine.  <b>Cashier Assistant</b> — About a half year after my employment, I was asked to be trained and relocated to a new position, Cahsier Assistant.  <b>Bake-Off Sale</b> — 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.
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## Other Experience

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

## References

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Provided upon request.