Thomas Møller Jensen

MSc Software Engineering / BSc Computer Engineering

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[Me]:

Hi, as of writing my CV, I am an 8th semester student in Software Engineering at Aalborg University. I have a bachelor in Computer Engineering. My personal interests include; gaming, D&D, programming and Linux.

In terms of programming I take particular interest in functional programming, but anything that can enhance my experience as a Linux user is also interesting to me. As a person who plays video games in Linux, it also provides challenges, so i have experience with tweaking various graphical drivers and layers in the graphical software stack in Linux.

[Languages and tools]:

- Python, C, C++, Nix, Java and Haskell

- CMake, Gradle, Maven,

[Significant Projects]:

Bachelor Project: An interesting research project where we made a series of tests for a testbed and actually acquired some interesting results. In this project I learned a lot about computer networking and tools you can use to interface with the networking functionality in the Linux kernel.

Skademaskinen: My server, in conjunction with a friend from Aalborg University I have used various computer parts to create a server which hosts a variety of software I have written. Available on Github.

ASCK: As a member of Aalborg Supercomputer Klub I have not contributed a lot yet, but I plan to contribute more before I finish my studies. I have experimented a little with HPL and their Rock5B SBC's.

[Work Experience]:

DEIS: During my bachelor studies, I worked as a student programmer at DEIS, a research unit of Department of Computer Science at Aalborg University. This job was focused on making a GUI solution for a framework for a course in Distributed Systems.

F-Klubben: I have worked as a volunteer at F-klubben, an association for students and employees at Department of Computer Science. As a member of the association my role has primarily been as a contributer to their software, most notably working on fnix.