

# Oliver Vea

Odense, Denmark | [oliver.vea@gmail.com](mailto:oliver.vea@gmail.com) | [LinkedIn](#) | [GitHub](#) | [Homepage](#)

## 1 SKILLS

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C# | C++ | Python | Docker | CI/CD | MSSQL | PostgreSQL | ASP.NET | Flask | Elasticsearch | Redis | WSL  
Hugo | Git | OpenAPI | Cloud | Linux | Unity | REST API | Unit testing | Backend | Scrum | English | Danish

## 2 EXPERIENCE

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### 2.1 WORK EXPERIENCE

Software Developer | Hesehus | Odense, Denmark | October 2021 – Now

- Creating well-documented **REST API** apps with **ASP.NET** for some of the largest Danish web shops.
- Allowing users to do fast, reliable, and user-friendly product searching on top of **Elasticsearch**.
- Migrating the development environment to **Docker** containers, increasing developer productivity.
- **Google Analytics** data analysis calculating and documenting increase in findability for customers.
- **Mentoring** and assisting newer software developers to better integrate into the team.
- Actively participating in **SCRUM** processes including stand-up and task refinement and estimation.

### 2.2 PROJECTS

veachron | [GitHub](#) | [Documentation](#) | 2022

- Python backend timing application with **Flask** REST API, **React** frontend and **PostgreSQL** database.
- **CI/CD** pipeline with automatic **Docker Hub** and **PyPi** pushing and running of **integration test** suite.
- Extensive **Hugo**-based markdown documentation for easier installation and use of the application.

Project Tearstone | [GitHub](#) | 2022

- 2D team-based dungeon crawler developed in **Unity** with **client-server networking** using **Mirror**.
- **Automatic testing and publishing** of game executables with **GitHub Actions** and **NUnit**.
- Project structured with **onion architecture**, ensuring code maintainability and extendibility.

VolCon | [GitHub](#) | [YouTube](#) | 2021

- Controlling individual application volumes with the [Windows Core Audio API](#) and **C++**.
- GUI with **QT** for **C++** and integration with **Arduino** with linear sliders for specifying mixer volumes.

Master's Project | [GitHub](#) | 2021

- Implemented custom **V-SLAM** solution with **YOLOv4**-based recognition, **Visual Odometry**, and **IMU**.
- Made and presented a **quantitative analysis** of data from public **GIS** data providers in Odense.
- Wrote a custom parametric **2d simulation** with **scipy** demonstrating the V-SLAM positional accuracy.

### 2.3 EDUCATION

M.Sc. Robotic Systems | University of Southern Denmark | Odense, Denmark | 2019 - 2021

- Master's project at [Capra Robotics](#) developing a novel V-SLAM solution for the CAPRA robot.

B.Sc. Robotic Systems | University of Southern Denmark | Odense, Denmark | 2016 – 2019

- Bachelor's project in collaboration with [Odense University Hospital](#) of automatic grading of patients' rheumatoid arthritis on the EULAR-OMERACT scale with deep learning and ultrasound imaging.

## 3 ABOUT ME

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I'm a very dedicated and focused employee who enjoys working with and learning about as many different parts of my work as possible. In addition to this, I aim to be as positive and constructive as I can, which my colleagues usually enjoy.

In my free time I study Japanese every day using a variety of tools for learning and remembering vocabulary, kanji and grammar. I found that the pomodoro method of studying works incredibly well for me.

I also keep in shape by running, hiking, and biking, as I love spending time in nature.