

# Philip G. H. Pedersen

### Software Development Student



### **About**

I am an outgoing young man with a huge passion for software development and all things IT. I have determination, a deep love for challenge, and a genuine eagerness to learn new things. I've been interested in software development since the age of 12, and I have continued to progress ever since with no intentions of slowing down.



# Work experience

2023



#### Freelance website

#### Homeowners' Association in Smørum

• Website with specific requirements for a homeowners' association in Smørum.

present



#### Tutor

#### **TopTutors**

- Competent teacher with a talent for imparting knowledge.
- Taught physics & chemistry at a high school level.



## **Education**

2025 2022



#### Bachelor's Degree in Software Development (2025)

IT University of Copenhagen

#### Relevant courses & grades:

- Algorithms & Datastructures, 12
- User Experience & Webprogramming, 10
- Project work & Communication, 12



#### Technical High school

H.C. Ørsted Gymnasiet in Ballerup

#### Studyline:

- Mathematics & Programming
- Grade average: 10,4



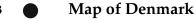
# **Projects**

2023

#### Hangman with Friends

- Website where you can play the "Hangman" game with others by sharing links.
- Made in **ReactJS** with **TailwindCSS**
- Launched with Vercel. hangmanwithfriends.vercel.app

2023



- Visualization, navigation, searching as well as route planning in a map application.
- Made with OpenStreetMaps data, in Java.
- Grade: 10



### **Contact**



#### **Email**

Handuck@duck.com

Website

philipnah.github.io



## Tech Stack

#### Primary:

- Java & C#
- HTML, CSS & JavaScript
- ReactJS & ExpressJS
- Git & Postman

#### Secondary:

- Python, PHP, MySQL & Bootstrap
- Unity, Windows Forms & LaTeX



# **Skills**

- Quick learner
- Good collaborator
- Independent & concentrated
- Organised
- Good communicator



# Languages

Danish	Native
English	Fluent
French	Fluent