

RASMUS LADEFOGED CARLSEN

Software Engineer

CONTACT

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LINKS

LinkedIn:

<https://www.linkedin.com/in/rcarlson853/>

Github:

<https://github.com/RasmusLC1>

PROJECTS

Python Dungeon Crawler:

Lighting Engine, Spatial Hashing, Data Management, Cellular Automata, AI Logic, A* Pathfinding, OOP, JSON integration, Design Patterns

React JavaScript Recipe Web App

State Management, custom hooks and reusable components, event handling and conditional rendering, data mangement, error handling, CSS

C Polynomial Multiplication

Bachelor Project, Unit Testing, Algorithmic Optimisation, Memory Management

C Cyber Security Projects

Dictionary Attack, SQL Injection, DDOS, SYN flooding, Network protection, Connection Tracking, Encryption

.NET Wolfenstein Renderer

3D Renderer, Raycaster

PROFILE

Passionate graduate Computer Science student with a deep love for problem solving and efficient implementation. My experience in System Administration and IT Support, has taught me the value of communication and a customer first approach to problem solving. I am receptive to feedback and always eager to learn from others and share what I have learned.

Recently I have been developing various hobby projects. This has taught me to apply a creative process when solving problems and the value of discipline, focus and maintainability when working on projects.

WORK EXPERIENCE

LanguageWire, Copenhagen - IT Student Assistant

- March 2023 - September 2024
- Managed Azure and Active Directory databases
- Created an inventory database in SQL
- Internal IT support for hardware and software

Apple, Cork - Specialist Product Support

- May 2020 - September 2020 (COVID-19)
- Completed Apple level 3 training for enterprise, including router and networking support
- Remote Support for Enterprise level hardware and software issues
- Managed Server and Business account administration

Accenture, Dublin - QA Testing for Google

- December 2017 - August 2018
- Automated Bug reporting and testing to streamline workflow
- Developed and executed automated and manual tests
- Coordinated tasks and reporting with a global team

Concentrix, Belfast - Social Media Representative for Microsoft

- November 2016 - September 2017
 - Windows, Office and Microsoft Account support
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TOOLS AND TECHNOLOGIES

- **.NET**, for Game Development and small hobby projects
 - **Python**, for Game Development, Mathematical Implementation and Machine Learning
 - **C/C++**, for Algorithmic Implementation and Cyber Security
 - **JavaScript/React** for Web Development
 - **Git** for version control and backup of projects
 - **Unit Testing** for Test Driven Development
 - **Unix** for cybersecurity and low level development
 - **Azure** for system maintenance
 - **JSON** for data storage
 - **SQL** for database management
 - **Open GL** for rendering and lighting
 - **Unity (C#/C++)** for game development
 - **Scikit-Learn** for Machine learning
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EDUCATION

Bachelor in Computer Science, Copenhagen University

- September 2021 - November 2024
- **Computer Systems:** Learning low level programming and C, Cyber security and computer architecture
- **Software Development:** Learning Objected-Oriented-Programming, Design Patterns and SOLID Principles
- **Modelling and Analysis of Data:** Data modelling, handling and statistics
- **IT Security:** Expanding on the security principles taught in **Computer Systems** and gaining a more general understanding of IT security
- **Introduction to Computer Graphics:** Learning C++ and OpenGL and applying it to create a 3d renderer
- **Algorithms and Datastructures:** Learning about the importance of efficient Algorithmic implementation and runtime analysis
- **Linear Algebra:** vector spaces, matrices, determinants, eigenvalues, and eigenvectors
- **Mathematical Analysis and Probability Theory:** Calculus and probability theory