# EMIL SEBASTIAN RØMER

**Software Engineer at Ramboll Denmark & M.Sc Software Engineering**


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## EXPERIENCE

### Software Engineer
**Ramboll Denmark**
06-2017 – Ongoing  Copenhagen
- Designing simulation software for Facilities management

### Student Programmer
**SDU, Mærsk Mc Møller Institute**
09 2015 – 06-2017  Odense M
- Building low-energy portable Bluetooth trackers

### Intern
**Ramboll Denmark**
08-2016 – 12-2016  Copenhagen
- Researching simulation models for building decay

### Student Programmer
**Powel Denmark**
12-2013 – 08-2015  Kolding
- Developing systems dealing with nationwide utilities infrastructure

### 3. Level IT Support (Volenteering)
**Roskilde Festival**
06-2013 – 07-2017  Roskilde
- Setup & It Support of Festival infrastructure

## EDUCATION

### M.Sc in Software Engineering
**University of Southern Denmark**
09-2014 – 06-2017

Thesis title: *Decision support systems for budget optimization of building management*
In collaboration with Ramboll Denmark, The Region Capital Region of Copenhagen & The Municipality of Hillerød

### B.Sc in Software Engineering
**University of Southern Denmark**
09-2012 – 06-2015

Bachelor thesis title: *Recognizing and visualizing energy consumption patterns of buildings using data mining* In collaboration with the municipality of Odense

## PROJECTS

**Domain specific languages for building dashboard wep applications**
In order to deal with the high requirements of customizable dashboard applications for data exploration and visualization, a fellow student and I developed a prototype DSL for building custom dashboard applications

**Image recognition of whales**
Together in a team, we tried building a system that would recognize individual North Atlantic Right Whales from images to help a group of marine biologist in tracking the spices

**Wifi fingerprinting**
Through the use of WiFi sniffing and statistical machine learning, in collaboration with a team, we dynamically build a models of the building and estimated the location of the sniffing phone.

**Augmented spray can**
By augmenting the physical surroundings through a phone, together in a team, we turned a smart phone into a spray can, where everyone could *tag* everything everywhere

**Pill Dispencer**
Together with an interdisciplinary team, we developed a prototype of a pill dispensing box that would keep track of the medicine in the box as well as dispense the right medicine at the right time

**Motion sensor**
In a 4 month project, a team and I developed a sensor that registred people walking on a stair. Through the use of a Arduino data would be collected on a server

**Common Diabetic**
Is a project that sat out to help people with diabetes through a Android app that helps the individual keeping track of medication

**Platform for teaching children**
In collaboration with the school of Søhus, a team and I developed and tested a prototype platform that can be used in schools to teach children

## PROGRAMMING