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