

# STEFFAN SØLVSTEN

PhD Student of Computer Science at Aarhus University

@ steffan.soelvsten@hotmail.com

+45 24772366

Aarhus, Denmark

/in/steffan-soelvsten



Ambitious, versatile and hard-working PhD student of computer science and previous full stack developer with a deeper interest for *verification*, *algorithms*, *complexity theory*, and *logic and semantics*.

## EXPERIENCE

### Teaching Assistant

#### Aarhus University

March 2017 – January 2018

Aarhus, Denmark

I corrected weekly assignments, and organized weekly classroom following the exercises provided by the course coordinator for a group of students.

I designed extra lessons and exercises to help the students prepare for the courses.

Courses: Algorithms and Datastructures Regularity and Automata

### Software Developer

#### IT Minds

March 2018 – April 2019

Aarhus, Denmark

Consultant providing IT solutions, that improve and automate the client's workflow. Among my clients have been *LEGO*, where I was working full stack and was the main architect on the frontend Angular application.

I was the lead architect on the frontend of an internal project, where I successfully mentored the new interns, providing feedback on their approaches to solutions and code quality.

Though more practical, my academic skills and theoretical insights have been invaluable to identify effective and elegant solutions.

### Student Programmer

#### SCALGO

May 2019 – October 2019

Aarhus, Denmark

SCALGO brings cutting-edge massive terrain data-processing technology to market, build on more than two decades of research on I/O-efficient and geometric algorithms.

As a student developer my responsibilities was the development and maintenance of the *SCALGO Live* platform's frontend and middleware.

## SKILLS

### Interpersonal Skills

Teaching Consulting Public speaking

### Technologies

LaTeX OCaml Java / C# Spring Boot Python  
Twisted Git SQL TypeScript Angular  
ReasonML React

### Theoretical Computer Science

Algorithms Concurrency Complexity Theory  
Functional Programming Logic Semantics  
Algorithmic Game Theory Distributed systems  
Software Architecture

### Mathematics

Linear Algebra Algebra Mathematical Modelling  
Mathematical Analysis

## EDUCATION

### BSc in Computer Science

#### Aarhus University, Denmark

August 2015 – June 2018

Graduating from Denmark's most theoretical computer science bachelor's degree with a weighted average of 11.8 (A).

Bachelors Project in writing a compiler.  
Final grade: 12 (A+).

## LANGUAGES

### English

Fluent – IELTS Academic: 8.0 (2019)

### Danish

Native

### German

Native

## VOLUNTEERING

---

I have been very active at the university outside of the studies. Below are some things I have volunteered for among other things

### Tutor

#### Mat/Fys-Tutorgruppen, Aarhus University

📅 January 2016 – December 2017    📍 Aarhus, Denmark

Planning and delivering a warm welcome first years for their first semester at the University. This included both social and university related questions.

Being in the LaTeX group, I have been the main responsible to completely redo from scratch all code producing the layout and design of their yearly songbook.

---

### Bartender

#### Fredagscaféen, Aarhus University

📅 May 2017 – Present    📍 Aarhus, Denmark

Computer Science's very own "Fredagsbar" at Aarhus University. I have been bartending two to four times every semester.

---

### Kitchen Responsible

#### Regnecentralen, Aarhus University

📅 May 2017 – Present    📍 Aarhus, Denmark

Regnecentralen is a kitchen and social hub for students. I took care of practical everyday things, arranged events, created social media content, and am developing a full stack IoT solution to gate the access to the kitchen.

## REFERENCES

---

### Prof. Jaco van de Pol

@ Aarhus University

✉ jaco@cs.au.dk

*PhD Supervisor*

---

### Ass. Prof. Kristoffer Arnsfelt Hansen

@ Aarhus University

✉ arnsfelt@cs.au.dk

*Supervisor of small project in game theory*