

CURRICULUM VITAE



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[Portfolio](#) | [Github](#)

RELEVANT WORK EXPERIENCE

Here you will find the work experience which I find relevant to this job, I do have more work experience, working at hotels and supermarkets, and I have been working since march 2015, with very few instances where I haven't had a job.

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| From August 2024 | Software Developer, Clever A/S, Copenhagen

I am currently working as a backend developer, on the API for Clevers B2B selfservice portal.

My work is mainly focused on creating solutions for any new services the portal needs.

This includes utilizing and mapping data from other API's within clever, to a context appropriate for our platform, creating tests for the more complex code written, and creating solutions for data derived from multiple API's and databases. |
| From: June 2022
To: August 2024 | Software Developer, EG / Ajour System, Odense

After I finished my bachelor in computer science, I started a full time position as a software developer at Ajour System, where I worked as a student developer, beforehand, while I was working as a student developer, the company was bought by EG.

Then i went on to work as part of Ajour System's front end team, where I fixed issues and also created new parts for our services. The frontend I worked on was originally MVC / Javascript, I was part of a three person effort to convert the frontend to a Aurelia/Typescript solution. Meanwhile I was also guiding the next student developer in making and converting our frontend tests to their new E2E testing framework Playwright, which I spearheaded the process of. At the end of my employment, most of my time was used on the frontend of a new crossplatform app they were working on to replace our two old apps. |
| From: October 2021
To: June 2022 | Student Developer, Ajour System, Odense

During my computer science education I got an internship position at this company for three months and afterwards they hired me as a student developer so I could work for them while I studied.

My tasks were to make create frontend tests using the testing framework called cypress. |

RELEVANT EDUCATION

Computer Science – Erhvervsakademi Dania, N.P. Josiassensvej, Grenaa.

- September 2019 – February 2022
- AP in Computer science
- This Computer science degree has a focus on Game Development, because of this i have worked with both general programming and game engines such as Unity

Folk high school – Vallekilde Højskole, højskolevej, Hørve.

- January 2019 - July 2019
- Game Development Course
- This is a 6 month course i took part in, which focused on game development where i learned C# programming for the first time.

HTX - Odense Technological Gymnasium, Munkebjergvej, Odense

- August 2015 - July 2018
- Communication/IT, A Level
- English, A Level
- Programming, C level

IMPORTANT AREAS OF KNOWLEDGE

• Areas of knowledge

- C#
- C++
- Javascript
- TypeScript
- HTML
- CSHTML
- CSS
- Aurelia
- Azure
- Unity
- MonoGame
- Unreal Engine
- SQL
- Cypress
- Playwright
- Git
- NodeJs
- Jira
- Confluence
- Bitbucket
- Flutter

• Level of experience

- High
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