CURRICULUM VITAE



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EDUCATION

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

- September 2019 February 2022
- Bachelor
- 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
- Communikation/IT, A Level
- English, A Level
- Programming, C level

From October 2021 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 study.

My assignments at this company has been to learn Cypress and then create a test suite that covers their whole frontend, as a student developer I am not working fulltime on this but I work up to 15 hours a week when school allows me to do so.

From: September 2020

1. Assistant, Netto Søndergade, Grenaa

To: October 2021 The position as 1. Assistant means, that I have the responsibility for the store while at work. This also contains making sure the store is running properly, the responsebility for the younger workers, and making sure that the assignments I delegate to them get done on

time.

From: July 2019 Waiter / Nightportier, Kystvejens Conferencecenter, Grenaa

To: September 2020 As a waiter i was part of the afternoon/night team, which consisted

of 2 to 5 people, that had to serve groups from 30 to 100 people.

From: March 2018 Waiter / Nightportier, Milling Hotels

To: January 2019 When I worked for the Milling hotels chain I worked at three

different Hotels in the Odense branch they er called: Plaza, Ansgar,

and Windsor.

While working there I had assignemnts such as: preparing and serving the breakfast buffet, working the reception, booking rooms,

and customer service.

From: March 2015 Service employee, Føtex Rosengårdscenteret, Odense

To: December 2017 The job contained assignments such as: making displays for the

stores products, restocking shelves. Customerservice, and general

responsibility for my department.

IMPORTANT AREAS OF KNOWLEDGE

· Areas of knowledge

- · C#
- · C++
- $\cdot \, \mathsf{Javascript}$
- \cdot Unity
- $\cdot\,\mathsf{MonoGame}$
- · Unreal Engine
- \cdot SQL
- · Design patterns
- $\cdot \, \mathsf{Algorithms}$
- \cdot Cypress

· Level of experience

- · High
- $\cdot \, \text{Medium}$
- \cdot Medium
- ·High
- \cdot High
- $\cdot \, \text{Medium}$
- \cdot Medium
- $\cdot \, \mathsf{High}$
- $\cdot \, \text{Medium}$
- $\cdot \, \mathsf{High}$