

CURRICULUM VITAE



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[My Portfolio](#) | [My personal 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.

From: June 2022

Software Developer, EG / Ajour System, Odense

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

Currently I work as part of Ajour Systems front end team, where I fix issues and also create new parts for our services. Eventhough I work mostly frontend at the moment, and at times I do some work in the backend as well.

I am also training the new student developer in cypress, since I no longer have the time for making the tests, while also taking care of my new assignments.

From: October 2021

Student Developer, Ajour System, Odense

To: June 2022

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, I worked up to 15 hours a week while.

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
- Unity
- MonoGame
- Unreal Engine
- SQL
- Cypress
- Playwright
- Git
- NodeJs
- Jira
- Confluence
- Bitbucket
- Flutter
- Dart

• Level of experience

- High
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