



Education

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Bachelor's Degree: Digital Design & Interactive Technology (2018-2021)

My bachelor's Degree have given me key insights into design, concept development and user understanding. I therefore have key insights into frontend design, prototyping and problem solving. I had to use a variety of programming languages to solve problems, research and build software.



Extracurricular courses at the IT-University

- Teaching Assistant course (2020)
Was chosen by head of programme for a teaching assistant course.
- Mentor Program course (2021)
Course about helping students, creating an inclusive culture, etc.



LinkedIn Learning paths (2021)

- Become a software Developer (29 hours)
Programming Foundations: Fundamentals, Programming Foundations: Databases, Learning Python (2020), Learning Java, Learning C# etc.
- Master Agile Software Development (43 hours)
SCRUM: Advanced, Behaviour-Driven development, Agile Software Development: Refactoring, Agile Software Development: Code Quality, etc.
- Become a Web Developer (20 hours)
HTML Essential Training, CSS Essential Training, JavaScript Essential Training, Git Essential Training, Workflow tools for Web Developers, etc.



Work Experience



Teaching Assistant at the IT-University (2020-2021)

- Teaching Assistant for the course 'Physical Computing'
Taught students about general programming logic, Arduinos and C++.
- Head Teaching Assistant for Bachelor: Digital Design & Interactive Technologies StudyLab
Helped students with programming assignments & exercises including: Python, C++, Javascript, etc.



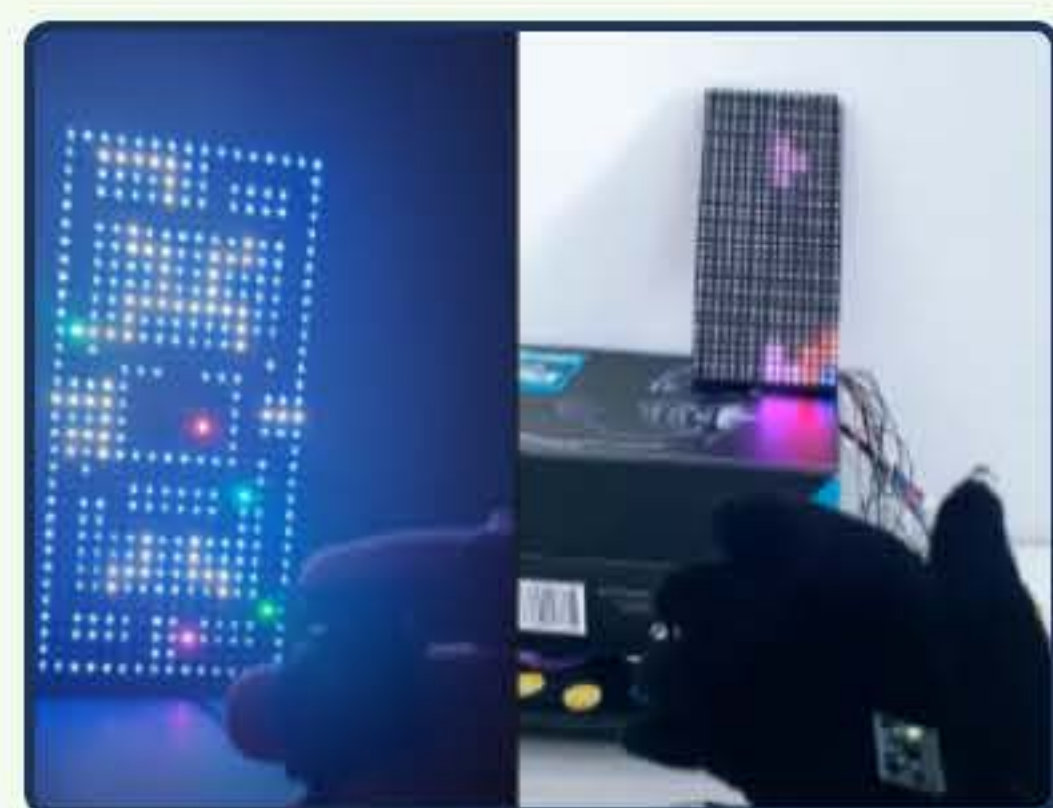
Mentor at the IT-University (2021)

As a Mentor at ITU, I am responsible for helping students with academic issues: helping students structuring their own time, making a plan, or a variety of other topics. There's alot of responsibility when helping guide new students in their new life at the IT-University.



Fun Projects

Click any project to see more



3 Games on the arduino Mega: Tetris, Pacman 4-Player snake



RGB LED Mask controlled via android app



Air Traffic Control Game in Unity (C#)



Thor Stenbaek

I see myself as a passionate and outgoing individual. I am not afraid of failure or criticism; in fact I welcome it. How else would I ever learn anything new? I prefer seeing failures as an opportunity to learn. I have a strong work ethic and proud myself on being able to give other people around me a similar spirit. I always try my best when solving problems or helping other people. There's no worse feeling than knowing you didn't try your best.

CONTACT ME



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SKILLS

Primary Coding Languages

Python
HTML
Javascript
CSS
C++

Software Development skills

Knowledge on SCRUM,
Lean & Agile.
Prototyping
Version Control
Graphic Design

Softer Skills

Quick Learner
Determined
Willingnes to learn
Keen at Photoshop