

# Anker Rasmussen

[anker.rasmussen@city.ac.uk](mailto:anker.rasmussen@city.ac.uk) | +44 7859 772313 | LinkedIn: <https://www.linkedin.com/in/anker-rasmussen-a6b45a330/> | <https://cognitiveconformity.com>

## KEY SKILLS

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**Computer:** OS: Windows, MacOS, Linux (ubuntu, Raspbian, CentOS)

**Software:** Git, GitHub, IDEs: IntelliJ, VSCode, Visual Studio

**Programming:**

**Typescript** - developed a webapp with clean scalable and maintainable code

**Java** – developed a 2d game using a physics engine

**JavaScript** – typescript app built upon my preexisting javascript knowledge

**MySQL** – designed and built a database that took input from a website and stored with sanitization

**C++** - in process, currently learning at one of my modules

**C#** - developed a 3D unity game akin to an arcade style shooter

**Spreadsheets:** Excel, Knowledge of VBA/advanced excel scripting (XLOOKUP, INDEX/MATCH etc)

**Web:** HTML, CSS

**Languages:** English (native)

## EDUCATION

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**BSc (Hons) Computer science**

**City, University of London**

Sep 2023 – Jun 2026

- Year 1 (Overall grade: 1<sup>st</sup>)

Introduction to algorithms (1<sup>st</sup>)  
Operating Systems (1<sup>st</sup>)  
Mathematics for computing (1<sup>st</sup>)  
Systems Architecture (1<sup>st</sup>)  
Databases(1<sup>st</sup>)  
Programming in Java (1<sup>st</sup>)  
Ethics for computing (1<sup>st</sup>)

- Year 2 (TBA)

- Programming in C++ (TBA)  
Data structures and algorithms (TBA)  
Language processors (TBA)  
Computer Networks (TBA)  
Cloud technology (TBA)  
Object oriented analysis and design (TBA)

## PROJECTS

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**CognitiveConformity.com (Self-hosted Website)**

**June 2024-Ongoing**

Created an online professional portfolio while also understanding the hurdles that come with self-hosting a website.

Sole developer of the website, built all the constituent parts from scratch, including setup/configuration for the nginx webserver.

Successfully self-hosted a website with a streamlined, automated deployment process. Implemented self-signed SSL certificates to serve the site over HTTPS, ensuring secure communication. Developed a script that automatically pulls updates from my GitHub repository whenever changes are pushed, creating a hands-off maintenance workflow. This setup minimizes the need for manual intervention, with rare occasions requiring SSH access to the home server for configuration adjustments.

**Circuit Clash (Java 2D Platformer) (1<sup>st</sup>)**

**January 2024 – May 2024**

- Develop a 2D game given a physics engine – all objects (OOP) built by myself, using best practices
- Sole developer, built all the constituent parts, including classes, objects, and designed from the ground up.
- Developed a 2D java platformer built on top of a physics engine.

**Beryllium Bash (C# Unity game)**

**April 2023 – Jun 2023**

- Developed a 3D Unity game demonstrating object-oriented programming (OOP) principles.
- Sole developer, responsible for all aspects of game development, including coding, level design, and ensuring OOP best practices were adhered to.