Anker Rasmussen

anker.rasmussen@city.ac.uk | **+44 7859 772313** | **LinkedIn: https://www.linkedin.com/in/anker-rasmussen-a6b45a330/** | **https://cognitiveconformity.com**

PROFILE

I am a second-year Computer Science student with a deep passion for software development, demonstrated by multiple personal and academic projects. In my free time, I've developed a C# Unity game and a Java-based 2D platformer, which earned a first-class grade as part of my degree. I've also built a custom Excel solution that tracks the SPX index using VBA for web scraping data from Yahoo Finance, and integrated the Schwab API to automate portfolio rebalancing. I'm seeking an opportunity to apply my skills in coding and problem-solving to tackle dynamic challenges and contribute to impactful projects.

SKILLS

Computer: OS: Windows, MacOS, Linux (ubuntu, Raspbian, centOS)
Software: Git, GitHub, IDEs: IntelliJ, VSCode, Visual Studio
Programming: Typescript, Java, JavaScript, MySQL, C++, C#, Html, CSS
Spreadsheets: Excel
Languages: English (native)

EDUCATION

BSc (Hons) Computer science   **City, University of London**   Sep 2023 – Jun 2026

- Year 1 (Overall grade: 1st)

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

- 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

CognitiveConformity.com (Self-hosted Website)   **June 2024-Ongoing**

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.

Circuit Clash (Java 2D Platformer) (1st)   **January 2024 – May 2024**
- Sole developer, built all the constituent parts, including classes, objects, and designed from the ground up.
- Developed a 2D game given a physics engine – all objects (OOP) built by myself, using best practices

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.