

# Anker Rasmussen

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## EDUCATION

### City, University of London

London, UK

1:1 Bachelor of Science (Honours) in Computer Science

Sep. 2023 – May 2026

- **Relevant Modules:** Data Structures & Algorithms, Operating Systems, Computer Networks, Databases, Functional Programming, Theory of Computation, Computer Graphics, System Architecture

## EXPERIENCE

### Software Dev Engineer Intern

June 2025 – Aug 2025

Amazon Prime Video & MGM Studios

London, UK

- Engineered a serverless proxy layer within AWS CDK using AWS Lambda and API Gateway for a core monolithic service, successfully migrating over 1.6 million monthly requests to a new, modern endpoint secured by OAuth.
- Upgraded the project's Infrastructure as Code (IaC) from AWS CDK v1 to v2 and deployed an updated Admin WebUI, reducing engineering friction in the administration workflows of over 500 living room devices.
- Implemented a security layer by integrating the service with Amazon's internal framework for user access OAuth-based authentication.

## PROJECTS

### Distributed Hashtable | Networks, UDP, Concurrency, Git, Java

March 2025 – April 2025

- Designed and implemented a decentralized, Kademlia-based Content-Routed Network (CRN) in Java for a university project, resulting in a robust peer-to-peer key-value store with efficient, decentralized routing.
- Engineered a UDP-based communication protocol to ensure reliable messaging over an unreliable transport layer, which improved network resilience and performance through asynchronous message handling and automatic retries.
- Implemented core Distributed Hash Table (DHT) operations, including read, write, exists, and Compare-And-Swap (CAS), within a Java-based peer-to-peer network, demonstrating a practical understanding of distributed data management and consistency.

### CognitiveConformity.com | Linux, Nginx, OpenSSL, Git, Bash

June 2024 – Present

- Engineered an automated deployment pipeline using a Bash script running as a service to pull from a Git repository, enabling a continuous delivery workflow.
- Secured the self-hosted website by configuring the web server with self-signed SSL certificates to serve all content over HTTPS.

### Circuit Clash | Java, Object-Oriented Programming (OOP)

January 2024 – May 2024

- Developed a 2D platformer from the ground up, engineering all game objects, character classes, and core mechanics on top of a provided physics engine.
- Applied object-oriented design principles to build a scalable and maintainable codebase for all game logic and assets.

### Beryllium Bash | C#, Unity, OOP

April 2023 – June 2023

- Built a complete 3D game as the sole developer, managing the entire lifecycle from coding and level design to final implementation in the Unity engine.
- Implemented all primary game systems and mechanics using C#, adhering to OOP best practices for a clean and efficient architecture.

## TECHNICAL SKILLS

**Languages:** TypeScript, Java, JavaScript, Python, C++, C#, SQL, HTML/CSS

**Frameworks & Libraries:** AWS CDK, React, Node.js, Flask, JUnit, pandas, NumPy

**Developer Tools:** Git, Linux (Ubuntu, CentOS), IntelliJ, VS Code, Visual Studio, Docker, Tmux

**Cloud Platforms:** Amazon Web Services (AWS)