Anker Rasmussen

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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.

KEY SKILLS

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), Danish (fluent)

EDUCATION

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

- Year 1 (Overall grade: 1st)

Modules:
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)

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

BTEC Computing City of Bristol College Sep 2021-Jun 2023
Grades achieved: Distinction*, Distinction, Distinction

IGCSE Sønderborg International School Sep 2015-Jun 2017
Grades achieved:
Maths, English, Economics, Physics at grades 5-7

PROJECTS

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

Topic/aim: Create an online professional portfolio while also understanding the hurdles that come with self-hosting a website.

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

Outcomes: 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) (1st) January 2024 – May 2024

Topic / aim: To develop a 2D game given a physics engine – all objects (OOP) built by myself, using best practices

- What you did / your role: Sole developer, built all the constituent parts, including classes, objects, and designed from the ground up.
- Outcomes: Developed a 2D java platformer built on top of a physics engine.

Beryllium Bash (C# Unity game) April 2023 – Jun 2023

- Topic / aim: Developed a 3D Unity game demonstrating object-oriented programming (OOP) principles.
- What you did / your role: Sole developer, responsible for all aspects of game development, including coding, level design, and ensuring OOP best practices were adhered to.
- Outcomes: Successfully delivered a prototype of a game demonstrating my skills to create a basic arcade style game.

CO-CURRICULAR ACTIVITIES and INTERESTS

Working out in the gym
Reading literature – primarily science fiction
Computer science society as a participant