

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, 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

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) (1st)

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. **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.