

Casper Rogild Storm

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INTERESTS	I am interested in solving difficult technical problems on multiple stacks. I enjoy designing and developing scalable solutions and making complex systems easily digestible.	
SKILLS	Programming Rust, TypeScript, Swift, Objective-C Languages English, Danish	
WORK	Undisclosed	Remote
	<i>Tech Lead Manager</i>	Jan 2024 – Present
	<i>Senior Software Engineer</i>	Jan 2023 – Jan 2024
	<i>Software Engineer</i>	Jun 2021 – Jan 2023
	<ul style="list-style-type: none">• Develop and design high-performance tools and applications.• Rust, TypeScript.	
	Asynkron	Remote
	<i>Self-employment</i>	Apr 2021 – Present
	<ul style="list-style-type: none">• Helping customers build complex solutions in Rust and TypeScript.	
	TwentyThree	Copenhagen, Denmark
	<i>Senior Software Engineer</i>	Feb 2020 – Aug 2021
	<ul style="list-style-type: none">• Lead the development of one of their streaming products.• React, React-Native, Tcl, Rust, and TypeScript.	
	Vertical Strategy (formerly Rise Digital)	Copenhagen, Denmark
	<i>Senior Software Engineer</i>	Jul 2018 – Feb 2020
	<i>Software Engineer</i>	Sep 2015 – Jul 2018
	<ul style="list-style-type: none">• Developed mobile and web projects for medium to large-sized companies.• React, React-Native, Objective-C, Swift, Java, Kotlin, JavaScript, and TypeScript.	
	SHAPE	Copenhagen, Denmark
	<i>Software Engineer</i>	Sep 2012 – Sep 2015
	<ul style="list-style-type: none">• Developed mobile projects for medium to large-sized companies.• Engineering Manager for one of the internal development teams.• Objective-C, Swift, and JavaScript.	
	LET Software	Odense, Denmark
	<i>Student Software Engineer</i>	Jan 2011 – Sep 2012
	<ul style="list-style-type: none">• Developed mobile projects for small companies and individuals.• Lectured students in basic programming.• Objective-C and Java.	
EDUCATION	University of Southern Denmark	Odense, Denmark
	MA. in Media Science	2010 – 2012
	Dissertation: The potential of freemium apps on App Store	
	Aalborg University	Esbjerg, Denmark
	BSc. in Medialogy	2007 – 2010
	Dissertation: Gameplay Flow through Dynamic Difficulty Adjustment	