Casper Rogild Storm

casper@asynkron.xyz
418c83df9af5223e1471b240a64dde9709c4889d
https://casper.rogildstorm.com
casperstorm

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
Senior Software Engineer — *Jan 2023 – Present*
Software Engineer — *Jun 2021 – Jan 2023*

- Develop and design high-performance tools and applications.
- Rust, Blockchain, Fintech and React.

Asynkron — Remote
Self-employment — *Apr 2021 – Present*

- Helping customers build complex solutions in Rust.
- Rust, Blockchain, and React.

TwentyThree — Copenhagen, Denmark
Senior Software Engineer — *Feb 2020 – Aug 2021*

- Lead the development of one of their streaming products.
- React, React-Native, Tcl, Rust, and TypeScript.

Vertical Strategy — Copenhagen, Denmark
Senior Software Engineer — *Jul 2018 – Feb 2020*

- Developed mobile and web projects for large-sized companies.
- React, React-Native, Swift, Rust, and TypeScript.

Rise Digital — Copenhagen, Denmark
Software Engineer — *Sep 2015 – Jul 2018*

- Developed mobile and web projects for medium to large-sized companies.
- Bought by Vertical Strategy.
- React, React-Native, Objective-C, Swift, Java, Kotlin, and JavaScript.

SHAPE — Copenhagen, Denmark
Software Engineer — *Sep 2012 – Sep 2015*

- 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
Student Software Engineer — *Jan 2011 – Sep 2012*

- 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 AppStore

Aalborg University — Esbjerg, Denmark
BSc. in Medialogy — *2007 – 2010*
Dissertation: Gameplay Flow through Dynamic Difficulty Adjustment