

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 system easily digestible.	
SKILLS	Programming Rust, Solidity, React, Swift, Objective-C, Javascript Tools Vim, Tmux, Git Languages English, Danish	
WORK	Asynkron Self-employment	Remote <i>Apr 2021 – Present</i>
	<ul style="list-style-type: none">• Helping customers build complex solutions in Rust.• Rust, Blockchain and React.	
	TwentyThree Lead Developer	Copenhagen, Denmark <i>Feb 2020 – Aug 2021</i>
	<ul style="list-style-type: none">• Leading the development for Personal™• React, React-Native, Tcl, and TypeScript.	
	Vertical Strategy Senior Full Stack Developer	Copenhagen, Denmark <i>Jul 2018 – Feb 2020</i>
	<ul style="list-style-type: none">• Developed mobile and web projects for large sized companies.• React, React-Native, Swift, and TypeScript.	
	Rise Digital Full Stack Developer	Copenhagen, Denmark <i>Sep 2015 – Jul 2018</i>
	<ul style="list-style-type: none">• 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 Developer & Project Leader	Copenhagen, Denmark <i>Sep 2012 – Sep 2015</i>
	<ul style="list-style-type: none">• Developed mobile projects for medium to large sized companies.• Project leader for one of the internal development teams.• Objective-C, Swift and JavaScript.	
	LET Software Student Developer	Odense, Denmark <i>Jan 2011 – Sep 2012</i>
	<ul style="list-style-type: none">• Developed mobile projects for small companies and individuals.• Lecturered students in basic programming.• Objective-C and Java.	
EDUCATION	University of Southern Denmark MA. in Media Science Dissertation: The potential of freemium apps on AppStore	Odense, Denmark <i>2010 – 2012</i>
	Aalborg University BSc. in Medialogy Dissertation: Gameplay Flow trough Dynamic Difficulty Adjustment	Esbjerg, Denmark <i>2007 – 2010</i>