

# Casper Rogild Storm

Copenhagen, Denmark

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🏠 <https://casper.rogildstorm.com> · 🌐 casperstorm

INTERESTS	I am interested in solving difficult technical problems on multiple stacks. My focuses include: <ul style="list-style-type: none"><li>• Designing and developing scalable and intelligent solutions.</li><li>• User experience and making a complex system easily digestible.</li><li>• Open-source contribution and collaboration.</li></ul>	
PROFESSIONAL EXPERIENCE	<b>TwentyThree</b> <b>Lead Developer</b>	Copenhagen, Denmark <i>Feb 2020 – Present</i>
	<ul style="list-style-type: none"><li>• Leading the development for Personal™</li><li>• React, React-Native, Tcl, and JavaScript.</li></ul>	
	<b>Vertical Strategy</b> <b>Senior Full Stack Developer</b>	Copenhagen, Denmark <i>Jul 2018 – Feb 2020</i>
	<ul style="list-style-type: none"><li>• Developed mobile and web projects for large sized companies.</li><li>• React, React-Native, Swift, and JavaScript.</li></ul>	
	<b>Rise Digital</b> <b>Full Stack Developer</b>	Copenhagen, Denmark <i>Sep 2015 – Jul 2018</i>
	<ul style="list-style-type: none"><li>• Developed mobile and web projects for medium to large sized companies.</li><li>• Bought by Vertical Strategy.</li><li>• React, React-Native, Objective-C, Swift, Java, Kotlin and JavaScript.</li></ul>	
	<b>SHAPE</b> <b>Developer &amp; Project Leader</b>	Copenhagen, Denmark <i>Sep 2012 – Sep 2015</i>
	<ul style="list-style-type: none"><li>• Developed mobile projects for medium to large sized companies.</li><li>• Project leader for one of the internal development teams.</li><li>• Objective-C, Swift and JavaScript.</li></ul>	
	<b>LET Software</b> <b>Student Developer</b>	Odense, Denmark <i>Jan 2011 – Sep 2012</i>
	<ul style="list-style-type: none"><li>• Developed mobile projects for small companies and individuals.</li><li>• Lecturered students in basic programming.</li><li>• Objective-C and Java.</li></ul>	
EDUCATION	<b>University of Southeren Denmark</b> MSc. in Media Science Dissertation: The potential of freemium apps on AppStore	Odense, Denmark <i>2010 – 2012</i>
	<b>Aalborg University</b> BSc. in Medialogy Dissertation: Gameplay Flow trough Dynamic Difficulty Adjustment	Esbjerg, Denmark <i>2007 – 2010</i>
SKILLS	<b>Programming</b> Rust, Swift, Objective-C, Javascript, React, Kotlin, React-Native <b>Tools</b> Vim, Tmux, Git, macOS, Linux <b>Languages</b> English, Danish	