

CHRISTIAN HJELMSLUND

MSc Student



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WHO AM I?

I am passionate about tech, innovation and science. This passion is driven by curiosity and eagerness to play with the newest technologies. This can vary from developing a new app, to deploy a smart contract on a blockchain. It can also mean happily cheering on while watching a live stream of a SpaceX rocket being deployed into orbit. However, it is not all about *tech*. I am a happy person that tries to bring a positive attitude wherever I go. I enjoy Friday nights out with friends, to travel, networking, investing and lastly, I have a great passion for football (been playing for 17 years and I follow AC Milan blindly).

EXPERIENCE

Current role

Student Software Engineer

Veo Technologies

I work as part of the web application team where I develop features for both front end and back end. The tasks are created and evaluated in tight collaboration with designers, product managers and customers. We try to continuously integrate the implemented features (multiple releases weekly) and reevaluate/refactor based on customer feedback. In my team the tech stack is mainly React as front end and Django (Python framework) as back end.

Fall/Winter 2020

Analyst

Netcompany

I was a part of the test team to deliver a big web platform to a public institution. The tasks given were not what we agreed to and under my skill level in my opinion, so I quit within the first three months.

Winter/Spring 2020
part time

Software Engineer Student (Promotion)

Motorola Solutions

After the internship finished, I began my Master's degree and got hired as a part time student software engineer continuing my work in the same team. However, I stopped after a few months due to juggling studies and work (the location was an issue).

Fall/Winter 2019
full time

Software Engineer Intern

Motorola Solutions

Worked full-time in a team consisting of 12-13 people, where both DevOps and Agile methodologies were a crucial part of the development process. The internship's duration was 6 months. The development process was done through continuous integration (CI) with sprints of two weeks consisting of everyday stand-up meetings, kanban boards and sprint planning. The application was a cloud application and due to its usage (Police in USA), security, performance and zero-down time are keywords describing the important "features". I did the following tasks:

- Choosing a framework and developed a test-suite executed from a Docker container, to validate the frontend application
- E2E test-suite executed from a Docker container
- Creating BLOB's to backup sensitive production data
- Wrote both Azure and Jenkins pipelines and optimized the current PR-pipeline execution time by half, through parallelizing a lot of the tasks.

Main technologies used were Elixir (Erlang), JavaScript, Docker, Kubernetes, Azure Portal, Jenkins and Bash-scripting.

Development Setup Ubuntu running on VM.

Fall 2019
part time

Student iOS Developer

Technical University of Denmark

In continuation of my Bachelor's thesis, I got employed as an iOS developer at DTU. The app got deployed on TestFlight. Technical aspects of the app:

- Communicating with BLE Beacons to determine user's location inside a building
- Networking layer communicating with a Node API
- Animations
- Charts based on user generated data
- Dependency injection to test the networking layer.

2015 – 2016
part time

Case Worker

Nordea Bank

During my gap year between high school and university I worked at Nordea Bank, the largest financial group in Northern Europe. It was a standard office job.

2014 – 2015
part time

Juicer/Shop Assistant

During high school I worked in Torvehallerne. It is an overpriced market, where the customers are paying to get a good service. It taught me to tackle all sorts of different people and put on a smile, even though in some situations it was hard to do so.

Freshmarket, Torvehallerne

2012
part time

Football Coach

We were two coaches managing a team of around ten boys in the age of 7-9.

KFUM's boldklub

EDUCATION

February 2020

Master of Science, Computer Science and Engineering

Technical University of Denmark

I am studying a Master of Science in Computer Science and Engineering

2016 – 2019

Bachelor of Science, Computer Science

Technical University of Denmark

The degree has laid the groundwork for a future career within Software Engineering. It has covered algorithms, data structures, advanced mathematics, project management and in general good programming practices. This also includes developing software solutions using machine learning, IoT and blockchains.

GPA: 9.76 (DK) — 3.69 (US)

Fall 2018

Exchange Semester, Computer Science

University of Maryland, USA

Adapting to a new culture and a different environment has been a huge gain. I was also more independent in solving school related work than back at home – less group work than what is the norm in Denmark. The combination of performing well despite the challenges, has given me a boost in self-confidence.

I took a mix of Computer Science classes and other classes, such as discovering new ventures and project management. This has given me the interests of the business parts of software development and has encouraged me to learn more about the economic aspects as well — this also means that I would be able to communicate with coworkers within the business domain, e.g. discuss business plans, use cases and more.

GPA: 3.75 (US)

Summmer 2019

Exchange within Business, Enterprises and Culture

Tec de Monterrey, Mexico

The idea of the program is to identify and analyze the differences in cultures, political systems, social systems, economic systems and how they influence businesses. Sometimes we as developers solve problems, but if there are no problems to solve or if they were not supposed to be solved that particular way, it is wasted work. This exchange has helped me creating a bridge from the technical part of my career to also think about the business aspects of it.

GPA: 95/100 (MX)

ACADEMIC WORK

Spring 2019

Bachelor's Thesis

Technical University of Denmark

The thesis is a group project (me and a friend of mine) and it revolves around creating an iOS application which communicates with a network of BLE beacons, such that a user's indoor location can be established precisely. The essence is to fetch a lot of data about the user experience of the indoor climate. It is very much within the domain of IoT. The app is developed native in Swift and it communicates with a Node.js server.

Grade: 12 (DK) — A+ (US)

Spring 2018

Software Technology Project

Technical University of Denmark

A group project where we proposed the idea of a decentralized bike insurance. To execute that task, an implementation of a smart contract in Solidity for the Ethereum blockchain was carried out. We accomplished to develop the smart contract and deploy it on the Ethereum test-network Rinkeby. The whole project gave me in-depth understanding of blockchain technologies cryptocurrency. It certainly sparked my interests within that domain and I am tightly following the technological advancements within blockchains.

Grade: 12 (DK) — A+ (US)

LANGUAGES

Danish - native
English - fluent
Romanian - proficient
Spanish - rudimentary

HOBBIES

Football (both watching and playing), gym, travelling and cultural exchanges, learning, going out with friends in the weekends and depending on how busy I am, gaming.

SKILLS

Git, Unix system, OOP, Functional Programming, Software Engineering, UX, Software Security, IoT, Discrete Mathematics, Algorithms and Data Structures, Computersystems , API's, Project Management, DevOps, Kubernetes, Docker, Virtual machines, Jenkins, Trello/Jira, Maple