

Kristoffer Andersen

Consulting software developer, one startup later.

As a former co-founder and embedded software engineer of the high-tech electronics company OpenMono, I am currently a freelance software engineer. I create integrated solutions of embedded systems, combining my software abstractions with a solid understanding of the lower levels of computer architecture.

I am a M.sc. graduate from DTU. I studied signal processing and pattern recognition combined with computer science. My works include file systems, operating systems, sound synthesis, web systems design and hardware design.

Education

- 2010–2013 **MSc, DTU, Lyngby.**
Embedded System, Signal Processing
- 2006–2010 **BSc, DTU, Lyngby.**
Embedded Systems Engineering

Master thesis

- title *An Application Design Pattern for a Virtual Machine based Window System*
- supervisors Sven Karlsson
- description The thesis explores an operating system's window system. This window system separates the code for the application's graphical user interface, from the remainder of the application logic. All graphics related code execute inside a virtual machine, that is build into the window system.

Experience

Clients

- 2014– **Consulting Software Engineer, ItsLearning A/S.**
Development of backend micro services for system integrations.
- 2017 **Consulting Software Engineer, Velocator ApS.**
Development of embedded software for a device with strict power control and multiple wireless connections.
- 2016 **Consulting Software Engineer, Rokoko ApS.**
Enhancing Wifi communication using the Redpine Wifi module. This included raw UDP and TCP communication protocols.
- 2016 **Consulting Software Engineer, Wavepiston A/S.**
Technical consulting and review of embedded software code.

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- 2014–2015 **Consulting Software Engineer**, *LittleSun GmbH*.
Development of new features for their light product, based on a very power restricted embedded system.
- 2014 **Consulting Software Engineer**, *København Hovedbibliotek*.
Development of Kinect based tracking system for use as a game controller.
- Vocational**
- 2013–2017 **Co-Founder & Embedded Software Engineer**, *Prototype ApS*.
As the Co Founder of Prototype ApS, I work as a freelance software engineer. Mainly for embedded systems.
- 2014–2017 **Co-Founder & Embedded Software Engineer**, *OpenMono*.
As Software Engineer at Monolit ApS I developed the embedded software library that powers the OpenMono platform.
- 2009–2013 **Software Engineer**, *EduLab ApS*.
Development of EduLabs education platform, with focus on new features. Areas includes maintaining a full stack from server operations to development environments.
- 2006–2009 **Support Technician**, *BullGuard*.

Languages

- Danish **Native**
English **Full professional proficiency**
Swedish **Professional working proficiency**

Skills

macOS	Cocoa, Swift, Objective-C	Windows	C#, .NET Framework
Linux	USB devices, .deb packages, Gnome UI	Cross OS	C, C++, Qt, C#, .NET Core, JS, TypeScript
Embedded	Cortex-M, AVR, Cypress PSoC	Tools	Docker, Git, Bash
Tool chains	GCC, ARM-GCC, make, ld, llvm & clang		