

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 manager*. This novel window manager separates the code for the application's graphical user interface, from the remainder of the application codebase. All graphics related code execute inside a virtual machine, that is build into the window manager. This approach eliminates expensive *context switches* and TLB shoot downs.

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.

Halmtorvet 46, 4.tv – 1700 København – DK

☎ +45 27 21 10 60 • ✉ ka@codable.dk • 🌐 www.codable.dk

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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, llvmlib & clang		