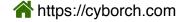


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Noteworthy Work Experience





Sep 2008 - Jul 2010 iOS Software Manager

I was head of the iOS application development department where I managed a team working on developing iOS software for Vodafones new social services



As the director I have rebuilt the user experience and the engineering process from an internal prototype built by interns into a mature and well architected product built by a team of engineers using proper QA and project management procedures.

I am working as a full stack engineer on a project which will enable researchers to create surveys which include both sensor data gathering and experience sampling from research subjects without having to write any code themselves.

Skills

Agile Management

Yoga

Postgres

SQLite

Mongo

Swift

Objective-C

Javascript



Hobbies & Interests











About Me

I am a scrum master, a team leader, a yoga teacher and a software engineer. I have worked in software engineering in 18 years and have over 6 years of management experience. I moved from Denmark to America 6 years ago, lived in Spain for a short while and have recently moved back to Denmark.

Proven Experience

- Implementing Scrum practices
- Introducing Agile methodologies in startup teams
- Adding QA and Configuration Management to existing teams

Achievements

- Team leader for iOS development department in worlds largest phone company
- Product in Top 3 Best App of the Year in New York Times
- Worked with multiple successful Silicon Valley startups

Programming Languages

In no particular order: C, C++, Pascal, x86 Assembler, ARM Assembler, Java, Perl, PHP, Python, Postscript, Swift, Objective-C, Javascript, FlowType, Ruby, probably more that I have forgotten about.

Education

Scrum Master certification, Xebia - 2009
Project management course, Magisterunion - 2006
Computer science, Copenhagen Business School - 1996 - 1998
Bagsværd private school - 1989 - 1996
Gladsaxe primary school - 1984 - 1989

Full Work Experience



Scrum Master, Shootr

Jun '16 - Oct '16

Shootr is building an application that solves the issue of people switching their attention to the "second screen" - the mobile phone when there is a commercial break in the TV show they are watching. I worked as a Scrum Master to improve both the application quality and the team process. Sadly my tenure there was cut short by personal life events that forced me to move back to Denmark.



iOS Software Director, Athos

Jun '14 - Mav '16

At Athos I worked as a a iOS engineering director. As the director I have rebuilt the user experience and the engineering process from an internal prototype built by interns into a mature and well architected product built by a team of engineers using proper QA and project management procedures.

Work Experience, continued



iOS Software Lead, Lumo Body Tech

Mov '11 - May '14

I worked at Lumo Body Tech as a the iOS software lead and was responsible for building their Lumo Lift app which is still their flagship product.



Senior Software Engineer, Epic Think Media

Aug '10 - Oct '11

My first assignment was creating a movie review app for PluggedIn (www.pluggedin.com). It was described by company management as "more pixel perfect than any of our previous apps" and "a benchmark for future Brushfire apps." My next assignment was the "Tiger Woods: My Swing" golf swing analyzer app which was named top 3 Best App of the Year in New York Times.



iOS Software Manager, Vodafone

🎏 📁 Sep '08 - Jul '10

With Vodafone I was head of the iOS application development department. I started out in ZYB before it was acquired by Vodafone. While in ZYB I made the first version of the social networking and synchronization application. After Vodafone acquired ZYB, I became software manager a team of 5 developers and 2 testers working on developing iOS software for Vodafones new social services.



Senior Software Engineer, Zmags

EDec '06 - Aug '08

Zmags builds software which can convert PDF files into flash based online publications. One month before I started in Zmags their only full time developer had stopped. I ensured that proper development, test, and release procedures were established for the development department which employed 10 developers by the time I left.



Software Developer, NeoConsult

Sep '05 - Nov '06

NeoConsult builds software for telecom companies. With NeoConsult I was responsible for implementing their new generation of phone number portability systems and have been involved in development and maintenance of provisioning and invoicing systems for customers in several countries.

Earlier Work Experience

My earlier work experience includes ComX Networks (2002 - 2005) and Netropolis (1998 - 2002). Please feel free to ask if you want to know more about my earlier work experience.