

# FREDRIK JOHANSEN

Self-taught Software Developer

+45 42 94 43 31

fredrik1206@gmail.com

fredrikj31.github.io

Copenhagen, Denmark



Hey I'm Fredrik Johansen. I'm a mostly self-taught programmer who enjoys building different digital products that other people find beneficial. I have been programming since the age of 13. These years have brought a lot of experience with it, both pros and cons in specific situations. Programming always brings many different errors, and the issues have not stopped me from achieving my goal. I'm a hard-working and consistent person who always strives to fulfill every objective.

## WORK EXPERIENCES

### Owner of Johansen Development

Startup | 2021 - Present

Johansen Development is the company I'm running as Owner, which builds different apps and digital products for the ordinary consumer. Johansen Development strives to produce sass (Software as a Service) and digital products, which they see as a need for society. Johansen Development has created one of the largest drinking game apps in Denmark. They are developing a new form of fitness/workout-tracking app, which focuses more on the more experienced workout practitioners.

## PROJECTS

### LectioToCal

Website Application

LectioToCal is a desktop and web application that allows student and teachers to transfer their schedules from Lectio to Google Calendar. It uses the Lectio API that I made to grab the lessons from the school schedule. The application started as a desktop application but was it easy to transfer it to a web app

### Genbrug Danmark

Mobile Application

Genbrug Danmark is an app, made in Flutter and Firebase as backend. The idea for this app came from a project in my school. Here we got to find a solution to the waste problem. We ended up making a cross-platform app, which includes a map where you can find all the nearby recycling sites, and a scanner, in which you could scan your trash, and it would tell you in which waste bin you should deposit your giving

### Lectio Scraper / API

API - Application Programming Interface

LectioScraper was a library I created over the first two years I was a student in my school. It's a library to scrape Lectio.dk, which around 90% of all high schools in Denmark use for their schools. Python is the chosen language on which the library is built. The library can be used for scraping the different lessons you have in a week, and lessons are transferred to your calendar by using the LectioToCal app.

### High School - Subject & Elective Picker

Website Application

For my exam in Computer Science, I choose to create a web app for my school to use. The program would allow both people from inside and outside the school to get an overview of the different study programs, subjects, and electives you could have in our school. I also choose to create a backend. The administration can use it to change the different data in the database.

### Druk Kongen

Mobile Application

I chose to create a Drinking Game app because I couldn't find any app on the market which has many of the games in one app. I began developing a cross-platform app made in Flutter and Firebase as the backend. The app would be the main app, for the younger generation to have fun with when they are drinking.

## SKILLS

### Technical

Frontend Programming  
Backend Programming  
App Development  
Object-oriented design  
Object-oriented design

### Professional

Effective communication  
Team player  
Strong problem solver  
Good time management

## EDUCATION

### Primary School

Baltorpskolen afd. Rugvægnet  
2009 - 2019

### Highschool

H.C. Ørsted Gymnasiet afd. Ballerup  
2019 - 2022

## LANGUAGES

Danish (Native)  
English (Professional)

## INTERESTS

Entrepreneurship  
Music  
Gaming  
Travelling