Simon Hjorthøj

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SUMMARY

Experienced Full Stack Developer with a strong expertise in making robust, long lasting software that is maintainable and easy to expand. In the past 6 years I have had significant achievements in creating software that scaled seamlessly to meet growing customer demands across multiple industries.

SKILLS

JavaScript, TypeScript, Mysql, Mssql, SQL, Node.js, Redis, Vue.js, Vue 3, Nuxt.js, Nuxt 3, Azure, DevOps, Blazor, .Net, Core, VB.net, ASP.net, Unity, MVC, Git, TailwindCSS, SCSS, RabbitMQ, JQuery, Docker, Kubernetes, Data Structures, Discord.net.

WORK EXPERIENCE

IT Forum Gruppen   **April 2025 – Present**
Full Stack Developer   Hybrid
- I designed from the ground up a module system that prevents unnecessary code from being delivered to customers that did not buy certain modules. By doing this we kept the overall size of the projects down and saved a lot of server storage. This allowed us to tailor parts of our software for the individual customers' needs.
- I took over the lead of building and optimizing older pipelines, I consolidated multiple pipelines that were releasing similar software to different customers.

Amero   **October 2021 – April 2025**
Full Stack Developer   Hybrid
- I was in charge of many projects such as (SAF-T) anti-money laundering system, which I built as a .Net console application. Event-Orders for Lego Houses restaurants, Service module for RMA, Event-Order and Service module built with Nuxt as frontend. All built from scratch by me.
- Development of internal databases and making them available via APIs.
- Transformed the main portal for the Amero/Flexposes POS system from ASP.net to Vue as the frontend and a .Net api as the backend.

3D-Empire   **March 2019 – July 2021**
Software Engineering Apprentice   On-Site
- Introduced new techstack moving from Visual Basic Web Forms to .Net Core and Blazor.
- Took the lead in creating websites for Swisspearl and Profilshop, these calculate how many roof tiles/glazing are both written by me in Blazor and using a Unity engine for some of the visualization.
- Coded a Unity mobile app from scratch for Carl Hansen & Søn, which lets you put together their products and buy them.
- Maintained and created new CMS systems that act as the background for Unity mobile apps.

EDUCATION

3D College   **2019-2021**
Multimedia-Integrator
3D College   **2016-2018**
Web-Integrator
3D College   **2015-2016**
Multimedia Animator

MY PAST

When I was 10 years old, I started my journey into coding. I found a game called Garry's Mod where you could code extra content into the game. I made my own server, where we got a fairly large user base, so large that I opened 3 other servers. I shut them down when I was about 16, school took over my time. I started the new part of my life where I slowly started playing Unity and C#. I switched to asp.net MVC when I was 17-18 years old. I made some websites for fun, the next chapter in my life was that I wanted to be a game developer. I took an education in 3D graphics, during that time I found another line where there was only coding, so I took that line after Multimedia Animator and started on Web-Integrator, it was just me! After that education, I had to find an apprenticeship. I found one at 3D-Empire as a programmer. After that education I got a job at Flexpos which became Amreo 2 years later, a little before that I started writing Discord.net bots for fun which I still do today. I code a lot in my free time and strive for new knowledge and better ways of doing things. Now I own my own house!