

Kristian Andreassen

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EDUCATION

ROSkilde UNIVERSITY

BA COMPUTER SCIENCE &
INFORMATICS

2017 → 2021 | Roskilde University

STX (HIGH SCHOOL)

EGEDAL GYMNASIUM

2012 → 2015

COURSEWORK

COMPUTER SCIENCE

Essential Computing I

Essential Computing II

Software Engineering

Interactive Digital Systems

Computer Science Course Project

INFORMATICS

Organisational Change & IT

Participatory Design of IT-systems

Web-based IT-systems

Informatics Course project

SKILLS

PROGRAMMING

Experienced:

Java • Git/Github • Javascript

HTML • CSS

Familiar:

LaTeX • Python • PHP • NodeJS

SQL

SOFT SKILLS

Agile (Scrum) • Participatory Design

LANGUAGES

DANISH

Native language

ENGLISH

Fluent speaking and writing

EXPERIENCE

WEBHELP | IT SUPPORT

2021 – 2022

- Provided solutions for customers with technical issues regarding iOS and macOS products.

YOUTUBE | EDUCATIONAL CONTENT CREATOR

2018

- Helped other musicians by creating videos on how to create electronic music.
- Grew a following of 3000 subscribers.

PRESCHOOL TEACHER | SUBSTITUTE

2017

- Provided care to children aged 2–4.

MCDONALD'S | CREW MEMBER

2016

- Served customer at the restaurant.

PROJECTS

RUCNN | BACHELOR PROJECT

Sep 2020 – Jan 2021 | Roskilde University

- Prototyped a user interface for RUCNN, a web-based machine-learning framework, that makes it easier for university students to use machine-learning algorithms for processing field data.

MELODY GENERATOR | COMPUTER SCIENCE GROUP PROJECT

Jan 2019 – June 2019 | Roskilde University

- Developed a Java application that would generate musical melodies based on user inputs.
- Melody Generator incorporated the principles of musical theory using Java with the JSyn API.

FUN FACTS

INTERESTS

Philosophy • Entrepreneurship

HOBBIES

Calisthenics • Gaming • Cooking • Music