

Kristian Andreassen

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PROFILE

I am an experienced Java developer always striving to build software products with high quality, maintainability, and scalability. I enjoy working cross-functional teams, and consider myself a team player.

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
Security 1 (ITU course)

INFORMATICS

Organisational Change & IT
Participatory Design of IT-systems
Web-based IT-systems
Informatics Course project

SKILLS

PROGRAMMING

Experienced:

Java • Spring Boot • PostgreSQL
Hibernate • JavaScript • React
Docker • Github Actions • Azure
Railway

Familiar:

LaTeX • Python • PHP • NodeJS
Kubernetes • Angular • MySQL
TailwindCSS

SOFT SKILLS

Agile (Scrum) • Participatory Design
SDLC

LANGUAGES

DANISH

Native language

ENGLISH

Fluent speaking and writing

EXPERIENCE

EXPERIS ACADEMY | FULL-STACK DEVELOPER

2023 – 2023

- Completed an intense 12-week full-stack Java course provided by Noroff School of technology and digital. I also obtained the "Azure Fundamentals" certificate.

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.

PROJECTS

MEFIT | NOROFF FULL-STACK COURSE

March 2023 – March 2023 | Experis Academy

- Built a distributed client-server web-app using multi-tier and service-based architectural patterns. We were a group of three people that built a fitness web-app using Spring Boot, Spring Data JPA, PostgreSQL, Hibernate, and Spring Web for the backend, and React for the frontend. We used Github to do project management during development, and for version-control.

DIJKSTRA | GRAPH ALGORITHMS

2019 | Roskilde University

- A project for our data structures and algorithms class where we had to solve a graph problem using Dijkstra's algorithm in Java.

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