

Kasper Laudrup

Resume

I have a B.Sc. and master studies in computer science, both from Budapest and Copenhagen Universities. The last four years have mainly been spent on working for the small Danish company *Evaesco*, where I have taken part in all stages of development from the initial specification through design, implementation, maintenance and customer support.

My technical focus has mainly been on system level development in C++ on various platforms, but I have also been involved in other important parts of a development process including build system maintenance, software packaging and user interface design.

I consider some of my greatest strengths to be flexibility and dedication. I prefer having varied tasks to work on and don't mind taking on a new challenge and spending the time needed to learn something new.

Even though my main skill is with systems development, my ideal job would also allow me to explore new areas. It is also important for me that the development process is well-structured and that the required time is spent on making sure that the product will have a high quality in order for me to maintain the dedication to the product.

Personal Information

Date of birth	February 8, 1979
Place of birth	Gentofte, Denmark
Nationality	Danish
Marital status	Single

Education

2005–2008	Master studies (Thesis uncompleted) , <i>University of Copenhagen, Comp.Sci.</i>
2004–2005	Master studies , <i>Budapest University of Technology and Economics, Comp.Sci.</i>
2000–2004	B.Sc. Computer Science , <i>University of Copenhagen</i> . Bachelor in computer science with minor subject in film and media.
1999–2000	Entrance qualifications , <i>Technical University of Denmark</i> . Entrance level subjects in mathematics and physics

Career

12/2010–Current

Software developer, ViewWorld Aps..

Designing and developing the *ViewWorld* application and backend in a small team from the ground up in a small company. The purpose of the *ViewWorld* system is to collect reports from mobile devices and storing them in a backend system.

- Design and implementation of the *ViewWorld* backend.

The *ViewWorld* system is initially based on an open source Android client (ODK) which uses the XForms standard for defining reports. We therefore decided to use an XML database backend for storing the the collected data.

- Implementing the *ViewWorld* frontend in Python in the Django framework and client side in HTML and Javascript.

For viewwing an editing the collected data, I was part of designing and implementing a web frontend in Python and with client side javascript.

- Minor system administration tasks

We us the Amazon Web Services as the service for our backend systems. I took care of some minor system administration tasks related to that.

9/2007–12/2010

Software developer, Evalesco A/S.

Designing and developing network monitoring application *SysOrb* and backup application *Keepit* in a small development team.

Worked on all phases of developing *SysOrb* and *Keepit* from design, development and maintenance to end user support. My main responsibility has been development, but I have been much involved in the design part as well as research on future improvements of the products and troubleshooting and bug fixing in close contact with customers.

- Development primarily in C++ but minor development in C, Perl, Java, Javascript and PHP.

The *Keepit* application was written entirely in C++, whereas the *SysOrb* monitoring application used made use of agents written in C on differing platforms as well as a web-interface to monitor these agent and the network.

- Cross platform development on various platforms. Mainly Linux, Windows and Mac OS X but to a lesser degree other unices as well.

Since *SysOrb* is designed to work across various operating systems, writing cross-platform code has been an important focus from the beginning. In the same way the *Keepit* application was designed with portability in mind, which made a port to Mac OS X and Linux trivial.

- Designing and implementing a cross platform I/O library.

In order to make portability easier, I have been heavily involved in designing, implementing and maintaining a C++ I/O library which provided a platform agnostic interface to the APIs provided on the supported operating systems.

- GUI design and implementation using the QT toolkit.

The GUI used in the *Keepit* application has been written using the QT toolkit, which I was much involved in both designing and developing.

- Maintaining automated build system with GNU Make.

In order to maintain the quality of the products developed, I have been involved in maintaining build scripts across platforms which both build the applications as well as ran various automated tests.

7/2007–9/2007

Web developer, GoViral.

Developing internal web applications in PHP.

The company was involved in tracking hits on advertising displays on various websites where I was responsible for making the internal applications used for keeping these statistics.

- 11/2006–7/2007 **Software developer, Evalesco A/S.**
(Student job) Designing and developing network monitoring application *SysOrb*.
Initially hired to develop a web server for use with the *SysOrb* application, but later got involved in writing other parts of the application including an I/O library.
- 1999–7/2004 **Computer technician/System administrator, The Royal Veterinarian and Agricultural University.**
(Student job) Administering workstations, servers and network.
Mainly responsible for maintaining student computers running Windows, but also maintaining Linux servers and various network devices.
- 1997–1999 **Computer technician/Salesman, Datanord A/S.**
Building and selling computer systems. Primarily building custom PC systems for customers, but also selling and supporting these systems.

Conferences

- 5/2010 **Effective Concurrency**, *Herb Sutter*, Stockholm.
- 10/2009 **Developer days**, *QT/Nokia*, Munich.

Languages

- Danish **Native language**
- English **Fluent**
- German **Conversational**

Spare time interests

- Music Play the guitar, the piano and the drums
- Technology Exploring programming languages, operating systems, architectures etc.
- Travelling