# LAURITZ HILSØE

### Software Developer

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**▼** Frederiksberg C, Danmark

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## **EXPERIENCE**

#### Shape A/S Software developer

**ä** Jan. 2019 – Jun. 2020

Copenhagen

- Responsible for research of technology for new web app and continuous development of it.
- Learned about development of larger projects spread across multiple teams and communication between these teams.
- Tried roles as both frontend and backend developer.
- Because of COVID-19 I got experience how to work remotely.

#### 2BM A/S Student software developer

Copenhagen

Worked on SAPUI5 and iOS (Swift).

#### **ITU** Teaching Assistent

**i** Jan. 2018 – May 2018

Copenhagen

- TA for the course "digital materials and interactive artefacts".
- Learned how to convey ideas and concepts one takes for granted to people who are new to them.
- To prepare and give a lecture for a class.
- To evaluate the students homework and provide them feedback.

#### WAYF Student software developer

**Sep.** 2015 - Aug. 2016

Copenhagen

Development of internal systems.

# **SKILLS**

**Programming languages** 

Software development Frontend Backend Databases TypeScript, JavaScript Python, SQL, Elixir, Kotlin Git, Testing, CLI, Agile React, Redux, Vue

Node.js, Next.js, Phoenix, Ktor Postgres

Languages Danish, English

# **INTERESTS**

- Web development, functional programming, and ML.
- Electronic music.
- Resistance training and running.
- To learn things (languages, technologies, concepts, ideas).
- Finance and markets (stocks, options, crypto).

## **EDUCATION**

#### University of Copenhagen (DIKU)

BSc - ML and Data Science

**2**020 – now

▼ Copenhagen, Denmark

#### IT University of Copenhagen

MSc - Software Development

**2016 - 2018** 

▼ Copenhagen, Denmark

#### **Auckland University of Technology**

Exchange

**2**017

Auckland, New Zealand

#### IT University of Copenhagen

MSc - Software Development

**2013 – 2016** 

Copenhagen, Denmark

## **PROEJCTS**

#### Sala

- A web app that makes it possible for multiple people online to watch the same video while the video player stays synchronized.
- The purpose was to learn
  - React's functional components (at the time in beta) and how it compares to class components and
  - how Elixir (OTP) and Phoenix can be used to built fault tolerant systems to survive unexpected crashes.

#### Cryptomon

- The project is a simple "crypto portfolio monitor" to keep track of a user's investments.
- I am interested in both web development and functional programming. I wanted to see how they could be combined by using Reason and ReasonReact.

#### ShiftPlanning web

- At ITU there is a student driven coffee bar.
  They need a planning system for shifts, so together with some friends, I helped developed such a system.
- My responsibility was the web app, written in React and Redux. I learned to use the right tool for the right job, as Redux was overkill for this project.

#### fourchan-kit

- My first end-to-end project, a Ruby gem that interacts with the 4chan API. A binary is included to download threads, pictures and more
- I learned a lot about how to test, write developer documentation, and develop an API for a library.