

LAURITZ HILSØE

Software Developer

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EXPERIENCE

NORD.investments A/S Senior frontend developer

- 📅 Sep. 2022 – Present 📍 Copenhagen, Denmark
- Successfully migrated all existing projects from JavaScript to TypeScript, enhancing code readability and maintainability.
 - Transitioned the codebase from an intricate polyrepo setup to a modern monorepo setup.
 - Entrusted with initiating and developing a large-scale, multi-faceted project.
 - Improved the CI/CD pipeline, contributing to better workflow efficiency.

Shape A/S Software developer

- 📅 Jan. 2019 – Jun. 2020 📍 Copenhagen, Denmark
- 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

- 📅 Nov. 2017 – Sep. 2018 📍 Copenhagen, Denmark
- Worked with SAPUI5 and Swift to build a mobile application.

ITU Teaching Assistant

- 📅 Jan. 2018 – May 2018 📍 Copenhagen, Denmark
- 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, Denmark
- Development of internal systems.

SKILLS

Coding	TypeScript, JavaScript Python, SQL, Elixir, Kotlin
Frameworks	React & Redux, Remix, Next.js, Vue
Backend	Ktor, Phoenix, Postgres, SQLite
Languages	Danish, English

EDUCATION

University of Copenhagen (DIKU)

BSc – ML and Data Science
📅 2020 – 2022 📍 Copenhagen, Denmark

IT University of Copenhagen

MSc – Software Development
📅 2016 – 2018 📍 Copenhagen, Denmark

Auckland University of Technology

Exchange
📅 2017 📍 Auckland, New Zealand

IT University of Copenhagen

MSc – Software Development
📅 2013 – 2016 📍 Copenhagen, Denmark

HOBBY PROJECTS

Sala (2018)

- 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 build fault tolerant systems to survive unexpected crashes.

Cryptomon (2018)

- 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 (2017)

- At ITU there is a student driven coffee bar. They need a planning system for shifts, so together with some friends, I helped develop 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 (2014)

- 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.