

Leo Sakharoff

Software Developer · MSc Software Design @ ITU

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PROFILE

My journey into programming actually began in the world of jazz. There, I learned to think creatively and navigate the abstract—skills I use today when developing and designing software.

I am currently studying at ITU, but I already have several years of hands-on experience in the industry under my belt. I am looking for a place where I can combine technical geekery with close collaboration and use my passion for system development to create software that not only works today, but will last for many years to come.

RELEVANT EXPERIENCE

Software Developer — Semantic ApS

Feb 2025 – Present | DTU Science Park

- Full-stack development in C#/.NET with REST APIs, SQL, and Blazor frontends
- CI/CD pipelines, code review, and structured Git workflows in a startup environment

Freelance Developer

2024 – Present | Copenhagen

- Web projects in React/TypeScript (e.g., onto-stories.com)
- Experimentation with new tools and creative coding frameworks

Sound Designer & Composer — No Latency Agency

2017 – 2024 | Copenhagen

- Created sound design and music for films, visual media, and commercial clients (Adidas)
- Ran an independent creative business—client work, project planning, delivery

Installation Technician — Vertigo

Jan 2022 – Jul 2022 | Copenhagen (Internship)

- Developed interactive artworks using Raspberry Pi, microcontrollers, and TouchDesigner
- Designed and built custom LED fixtures and lighting systems for installations

EDUCATION

MSc Software Design — IT University of Copenhagen

2024 – 2027 | Amager, Copenhagen

Courses: Introduction to programming, software engineering, discrete mathematics, database design, algorithms and data structures, web architectures, software architecture, DevOps, computer systems performance, research project, thesis. Focus on scalable backend systems, architectural design, algorithms, and DevOps.

MSc Software Design Exchange — Koç University

Sep 2025 – Jan 2026 | Istanbul, Turkey

Courses: Cryptography, data privacy & security, parallel programming, computer vision with deep learning. Practical work with secure protocols, anonymization, OpenMP, and GPU programming (CUDA).

BA Sound Design — Sonic College

2019 – 2022 | Kolding

Bachelor's project "[Sound of Chess](#)": Interactive system combining sensor design (custom 64-sensor board with voltage dividers, Bela microcontroller), real-time audio processing, and generative algorithms in Pure Data. Focus on interaction design and media production.

SKILLS

Programming Languages

Python, JavaScript/TypeScript, C#, C/C++, Java, HTML/CSS, SQL

Frameworks & Platforms

.NET, React, FastAPI, Blazor

Interactive & Creative Tools

TouchDesigner, Pure Data, Max/MSP, Raspberry Pi, Arduino, Bela, sensors

Systems & Performance

Parallel programming (OpenMP), GPU programming (CUDA), Distributed systems, databases

DevOps & Tools

Git, GitHub Actions, Docker, Linux, Atlassian, Azure Functions, CI/CD pipeline, Vercel

Languages

Danish (native), English (fluent), German (Intermediate), Russian(beginner), French(beginner)

OTHER EXPERIENCE

Production Manager - The Green Flea Market (2024–2025)

Operations, team coordination, event planning

Project Manager - In The Studio (2023–2025)

Workshop and event series in Copenhagen featuring artists like Lorenzo Senni and Smerz; community-building and creative facilitation

Project Manager - Ny Lille Klub (2022–2024)

Co-founded non-commercial cultural community; collaboration and community building

Goalkeeper Coach - El Cambio Academy (2020)

Uganda; cross-cultural collaboration and adaptability

Professional Soccer Player - FC Nordsjælland (2011–2015)

Elite performance environment; stress management, team leadership