

Leo Sakharoff

Software Developer · MSc Software Design @ ITU

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PROFILE

My path into software began through jazz piano, where I learned to think creatively and navigate abstraction—skills I now apply to system design and architecture.

I'm finishing my MSc in Software Design at ITU and have worked in startups where I could take ownership and explore new technologies. I'm drawn to work with real-world impact—software that contributes to a greener future—and teams where collaboration is close and hierarchy is flat.

RELEVANT EXPERIENCE

Software Developer — Semantic ApS

Feb 2025 – Feb 2026 | DTU Science Park

- Developed multi-tenant B2B SaaS platform for e-invoicing integration with Nemhandel and Peppol networks
- Built full-stack features in C#/.NET 8 with Blazor Server frontend and REST APIs
- Implemented real-time document processing with SignalR, Entity Framework Core, and Azure SQL
- Integrated Azure cloud services (Blob Storage, Service Bus, Key Vault, Application Insights)
- Collaborated in Agile sprints using Jira; contributed to CI/CD pipelines with GitHub Actions

Freelance Developer

2024 – Present | Copenhagen

- [ONTO](#) — Video portfolio for film director with adaptive streaming and mobile optimization (React, TypeScript)
- [Overtone](#) — AI music discovery using audio embeddings and vector search (FastAPI, PyTorch, Qdrant)
- [Orchid](#) — Real-time jazz harmony analyzer with MIDI input and ML chord recognition (React, TensorFlow.js)
- [MCP Servers](#) — Model Context Protocol integrations for Bandcamp, Discogs, and YouTube Music

Sound Designer & Composer — No Latency

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

- Focus on scalable backend systems, software architecture, and DevOps
- Research project with AUSCORA (DTU Skylab): Digital auscultation systems for heart sound analysis

MSc Software Design Exchange — Koç University

Sep 2025 – Jan 2026 | Istanbul, Turkey

- Cryptography, data privacy & security, parallel programming, computer vision with deep learning

BA Sound Design — Sonic College

2019 – 2022 | Kolding

- Bachelor's project "[Sound of Chess](#)": Interactive system combining sensor design, real-time audio processing, and generative algorithms

SKILLS

Programming Languages

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

Frameworks & Platforms

.NET, ASP.NET Core, React, FastAPI, Blazor, Entity Framework Core, SignalR

Systems & Performance

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

AI-Assisted Development

Claude Code, Cursor,

Cloud & DevOps

Azure (App Service, SQL, Blob Storage, Service Bus, Key Vault), Git, GitHub Actions, Docker, Linux, CI/CD, Vercel

Languages

Danish (native), English (fluent), German (intermediate)

OTHER EXPERIENCE

Support Worker - Nørrebro Vænge, Københavns Kommune (2024 – 2025)

Support for adults with physical and cognitive disabilities; relationship-based care, Low Arousal approach

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