

**Skills:** Python, Java, C#, Golang, JavaScript/TypeScript, SQL, NoSQL (MongoDB), GitHub Actions

**Other:** Git, GCP, AWS, Databricks, Docker, Nextjs, REST API, Apache Spark, Scikit-learn, NumPy, Pandas, PyTorch, Firebase

## Education

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### Master of Science, Human-Centered Artificial Intelligence: Current GPA 11/12

Graduation: Dec 2025

Technical University of Denmark (DTU)

**Activities:** Pursuing a specialization in **Data Science & Big Data** at the DTU Compute

### Bachelor of Science, Data Science. GPA: 11/12

Graduation: Jun 2023

IT University of Copenhagen (ITU)

**Some courses:** Data Structures & Algorithms, Database Systems, Machine Learning, Applied Statistics, NLP and Deep Learning, Large Scale Data Analysis, Operating Systems and C, Software Engineering, Security & Privacy, Functional programming, Scientific programming, Linear Algebra, Calculus

**Activities:** Won an algorithmic competition, Student Mentor, ITU Student Ambassador

## Experience

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### The LEGO Group

Feb 2024 - Present

#### Data Engineer

- Part of the Data team building a self-service Data Platform
- Focus on Data Compliance & Integrity
- AWS, Databricks

### Computas Denmark – Copenhagen.

Jan 2022 – Feb 2024

#### Software Developer:

- Google Cloud Platform ([Certified Professional Data Engineer](#))
- Contribution to **open source** (ZenML - MLOps framework for ML tools integration)
- Developed and deployed an internal desk booking python backend application with testing, CI/CD integration, and deployment to Google Cloud Platform (GCP)

### RoGlove

#### Data Engineer

Nov 2022 - Jan 2023

- RoGlove is a startup from DTU's Skylab that develops an electronic glove that gamifies hand rehabilitation and predicts hand related injuries
- Developed a real-time data visualization system for glove sensor readings

### IT University of Copenhagen .

Aug 2021 – Dec 2021

#### Teaching Assistant

TA for Data Science bachelor students in courses

- Introduction to Data Science and Programming
- Livecoding - once a week I held a live coding class, where I coded fundamental ML algorithms from scratch

## Some of my projects

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### Interactive Neural Cellular Automata for Game Level Generation – [Link to code](#) , [Link to the web app](#)

- In my bachelor project we built a system for AI assisted game level generation. The system allows game designers to choose specific aspects of the levels while the rest of the level grows through an evolved Neural Cellular Automata model

### AITU - [Link to web](#)

- AITU is a student-led organisation that I co-founded during my last year at ITU. The organisation weekly host interactive reading groups, lab projects, and external talks dedicated to staying up to date with artificial intelligence research

## Award

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### Won a regional round of a startup competition - T-mobile rozjezdy

May 2019