

# Mikkel Sang Mee Baunsgaard



## Recruitment Case - MongoDB Data Validation

April 2025 - Practical assignment during hiring process

- Received a raw CSV dataset and translated it into a structured MongoDB schema
- Designed and implemented model to represent and persist data
- Applied schema validation to ensure data integrity before insertion
- Gained practical experience with NoSQL data modelling and transforming flat files into persistent objects

## Factory worker & E-commerce assistant

August 2024 - Today  
Skagenfood

- Manage product creation, enrichment and standardization in PIM.
- Edited and optimized product images.
- Conducted user testing and app troubleshooting.
- Segmented customers and proofread newsletters.
- Ensured GDPR compliance in customer data.

## IT Consultant

January 2024 - March 2024  
Netcompany

- Designed, implemented, and documented the architecture for a data migration solution involving customer-sensitive payment agreements.
- Collaborated with external systems to ensure seamless integration.
- Developed the solution using .NET C#, SQL, and Entity Framework.

## Unity Game Developer

September 2022 - December 2022  
Dadiu [Internship]

- Programmed and implemented gameplay mechanics to deliver a seamless and engaging user experience.
- Worked in Unity with C# and .NET to build core functionality and integrate assets.
- Collaborated in an agile environment, enhancing problem-solving, communication and time managements skills.

## Unity VR Developer

September 2022 - December 2022  
Collaboration with Politehnica University of Timișoara

- Designed and developed a new user interaction.
- Created shader that could outline objects of interest in 360° photos in VR.
- Worked cross team with students and professors from Politehnica.

📍 Aalborg

🌐 [www.linkedin.com/in/mikkel-sm-baunsgaard](https://www.linkedin.com/in/mikkel-sm-baunsgaard)

🔗 <https://github.com/mikk8718>

## Education

### MSc. Medialogy

September 2021 - June 2023  
Aalborg University

### BSc. Medialogy

September 2018 - June 2021  
Aalborg University

## Technical Skills

### PROGRAMMING LANGUAGES:

C#, R, SQL, Java, Python, C++, Javascript, HTML, CSS.

### FRAMEWORKS/TOOLS:

Git, Azure DevOps, Visual Studio, .NET, Entity Framework, Unity, Unreal Engine, Tensorflow, Pandas.

### TECHNOLOGIES:

Virtual Reality, Machine Learning, Game Development, Web Development.

### DATABASES:

SQL Server, MySQL

### OTHER SKILLS:

Statistical Analysis, UX/UI Design, Data Modelling, Automations.

## Methodologies

- Agile Development.
- User-Centered Design.
- Software Development.

## Soft skills

- Detail Oriented.
- Good Collaborator.
- Highly Adaptable.
- Fast learner.