

Mikkel Sang Mee Baunsgaard

I'm a fast learning danish software enthusiast with a Msc. In Medialogy, specialized in creating tailored solutions using user centered design.

Experience

Rekrutteringscase - MongoDB datavalidering

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 repent 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.

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📍 Aalborg

🌐 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.