

Mikkel O. Laursen

Dedicated software engineer with a passion for robust architecture, clean code and software design

Proactive team member with an inclination for aiding colleagues and actively engaging in discussions

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Relevant Experience

Senior Software Developer • **Bankdata** Feb 2024 — Present

- Engineered and improved a microfrontend platform, enhancing the online banking experience for eight different banks. The platform serves as the backbone for numerous feature teams within the company.
- Contributed to the ongoing enhancement of a CLI and an SDK of this platform, which are critical tools for enabling feature teams to efficiently build and integrate their applications.
- Developed and maintained an extensive documentation site that supports developers by providing clear, comprehensive guides and API documentation, thereby facilitating a smoother development process and reducing onboarding times for new team members.

CTO & Co-owner • **Better Developers** Mar 2023 — Jan 2024

- Collaborated with fellow co-owners in scaling our startup, handling diverse tasks from bookkeeping to securing office space, and acquiring clients
- Responsible for the technological evolution of the business, such as setting up domain, email systems and applications, developing a modern company website, and managing hardware resources
- Served as a sourced consultant with an experienced client, leading a team of frontend developers to ensure adherence to good architecture and best practices
- Contributed to talent acquisition efforts, designing coding interviews, and screening candidates for technical skills
- Facilitated end-to-end execution of small-scale in-house projects, involving client alignments, planning, estimation, development, and delivery and handover

Senior Software Developer • **IT Minds** Nov 2022 — Feb 2023

Software Developer Aug 2021 — Nov 2022

Student Software Developer Aug 2019 — Aug 2021

- Developed and delivered high quality, robust production code for a diverse array of projects for various clients
- Offered tutoring to junior developers through mentorship, peer reviews, sparring, and knowledge sharing
- Worked as a sourced consultant in many different teams, collaborating with UX designers, product owners, and other engineers to deliver digital experiences at an agile cadence

Skills

Programming Languages

TypeScript, JavaScript, C#, C++

Libraries and Frameworks

Angular, RxJS, React, Next.js, ASP.NET, EF Core, LINQ, Tailwind, GraphQL, Docker, Linux, MSSQL, WebSockets

Tools and Platforms

Git, Neovim, Scrum, zsh, Github Actions, LaTeX, C4, Azure, Jira

Personal Projects

ERD Syntax Highlighting

Syntax support in VS Code for Entity-Relationship Diagram files with 3k+ downloads

inscrive.io

LaTeX collaboration tool with browser compilation of documents using WebAssembly

BeepBot

All-purpose Discord bot that features soundboard, greetings, playing music and much more

Education

Aarhus School of Engineering

Bachelor of Engineering in Software Technology

Interests

Watching formula 1, making pizza, brewing coffee, gokarting, and baking with sourdough

Professional Projects

Accounting web app for agriculture • **SEGES**

The project revolved around furthering the development of InterCount which is a web application used by the agricultural industry to perform accounting and related activities

I worked with assisting the team at SEGES with best practice in Angular and frontend development. This involved multiple workshops on NGXS and RxJS to utilize the frameworks to the fullest, ensuring a declarative and reactive code implementation in the application.

Angular RxJS TypeScript

Agricultural web app • **SEGES**

The project revolved around furthering the development of CropManager which is a web application used by farmers and their advisors in the operations of their agricultural business.

During the project, I worked with assisting the team at SEGES and other consultants with best practice in Angular and frontend development. This involved refactoring of multiple modules as well as introduction of new areas of development like state management and more advanced uses of RxJS streams.

Angular RxJS TypeScript Angular Material Elf

Apple Pay and Google Pay integration • **CannaOne**

The purpose of the project was to integrate Apple Pay and Google Pay on an existing webshop. The business was using a payment provider that did not support integration with these in their Woocommerce plugin, providing only an API interface. Therefore we made a custom Woocommerce plugin integrating Apple Pay and Google Pay to their payment provider.

I was the sole developer on the project, therefore responsible for end-to-end delivery involving client meetings, estimation, and delivery.

Wordpress PHP WooCommerce Payment gateway

Retail planning tool • **BESTSELLER**

The project revolved around the development of Storeforecast 5 which was an internal tool at BESTSELLER used by buying planners to forecast how to buy goods and stocks for their stores. The project was to replace their old solution, Storeforecast 4, and extend into many new features, including Machine Learning, to improve the abilities of the planners.

During the project, I worked as a frontend developer on the React solution, in relation to which I mainly focused on achieving the goal of replacing the old solution by the deadline. Put more specifically, I therefore built many new modules, as well as refactored and restructured to allow the new modules to work dynamically.

React Apollo GraphQL MUI ASP.NET CI/CD

Professional Projects

Admin tool for NPU terminologies • CGI

The project revolved around the development of Labterm2, an application for administering NPU terminologies for The Danish Health Data Authority, as they deemed their existing application outdated. The solution extended the current functionality of viewing, editing and adding different elements into supporting multiple languages and data sets seeing as the solution were to be used abroad by similar authorities.

During the project, I primarily worked on the frontend where my focus laid with developing generalized components and ensuring that features of the frameworks were utilized to the fullest. Furthermore, I also assisted in the CI/CD of the solution.

Angular

RxJS

TypeScript

Angular Material

CI/CD

Bank of pathology and genetics • CGI

The project revolved around developing GEPARD which is the first cross-regional health care system. The system serves as the main bank of data of pathology and genetics for all Danish citizens. It is set to replace the current system, Patobank, and it will unite all sets of existing pathology data for all regions, as well as extend its domain to data of genetics. In addition to working with these reports directly, GEPARD will also have modules for screening Danish citizens of cervical cancer and bowel cancer as well as a statistics module for scientific purposes. GEPARD is mainly developed as a ASP.NET + Angular solution.

I worked on all technical aspects of the solution, from architectural decisions to pipeline setup. A large amount of my time was spent developing generic and reusable components on both the frontend and backend. Furthermore, I assisted in the training and guidance of the developers regarding Angular and ASP.NET.

Angular

ASP.NET

RxJS

CI/CD

TypeScript

Akita

Hand-held terminal application • Plantas

The purpose of the project was to make an upgrade from the client's (at the time) current solution of using hand-held terminals to a new solution of using a smartphone application. The main requirement for the application included rendering it possible for the client's drivers to manage orders when visiting customers. The project was developed as a Flutter application with an ASP.NET Core backend.

Throughout the duration of the project, I was responsible for developing an API which handled the communication between the client's SOAP service and the mobile application. In relation to this, I primarily worked on mapping between XML from the SOAP service and JSON from the mobile application

ASP.NET

Microsoft Azure

AutoMapper

Platform for public tenders • Tolstrup & Hvilsted

Tideling.dk was a project originally developed by IT Minds which was used as a platform for public tenders as well as for rankings, questions, answers and more. The solution was developed as an ASP.NET Core + Angular solution.

Having worked on the solution before, I provided support for the solution and was responsible for troubleshooting, bug fixing as well as various additions and extensions. The tasks I worked on comprised anything from grammatical fixes to extensions of existing organisational settings and corrections in state machine, and I was thus deeply involved with the solution in several ways. Moreover, I was also constantly in close contact with the client and users in order to accommodate any requests and corrections.

ASP.NET

Angular

Microsoft Azure

RxJS

Professional Projects

Platform for public tenders • Tolstrup & Hvilsted

Tildeling.dk was a project originally developed by IT Minds which needed updating and extension in order to be able to support more types of tenders, as specifically requested by RUC. In particular, the request comprised the ability to impose qualitative demands for a tender. The solution was extended on the existing ASP.NET Core + Angular solution.

During the project, I was primarily involved with tasks relating to the development of the backend. More specifically, I extended the data model, added and edited endpoints and wrote unit tests for the solution. Additionally, I was also responsible for modifying the state machine which was closely bound to the solution.

ASP.NET

xUnit

Microsoft Azure

FEAG • For Enden Af Gaden

The restaurant was facing a challenge of having catering personel readily available when hosting events. I developed a solution with tablet screens in each room and in the kitchen where guests and personel could communicate, and guests could call waiters and staff to their room. The application was a PWA running in kiosk mode on all tablets with an on-site Raspberry Pi running a .NET API fascilitating the websocket commutation between the tablets.

Angular

ASP.NET

SignalR

Raspberry Pi

Self hosting

Data processing tool • Flowt – Bachelor's project

The purpose of the project was to develop Flowt, a flowbased data processing tool the likes of Node-RED and Microsoft Flow/Power Automate. It aimed towards automating medium-complex tasks, such as editing multiple text files, grabbing and merging data from spreadsheets or image processing. Moreover, the tool focused on user friendliness and ease-of-use by providing a platform through which the process of adding processing blocks could be carried out by the user. The solution was built as a React + ASP.NET solution in Docker containers deployed in Kubernetes clusters.

Given the nature of a Bachelor's project, all group members, myself included, acted in all aspects of being the customer, product owners, project managers and developers. However, my focus as a developer was on the backend API, providing data access, authentication and process scheduling.

ASP.NET

Docker

Kubernetes

Microsoft Azure

Freemium Games • Semester project

As part of a semester project, my group and I developed a game portal which eased the process for game developers and gamers to share their passion for gaming. The product was built as a web application through which the client application communicated with the server application through a RESTful API. The server stored and fetched data on a Microsoft SQL Server.

During the project, I was the primary developer on one of the user stories. In addition to this, I was also the Scrum Master throughout the entire project.

Vue.js

ASP.NET

RESTful API

MSSQL