Last Updated on December 30, 2025.

Simon Vinding Brodersen

github.com/svbrodersen linkedin.com/in/simon-vinding-brodersen simon@3450.dk +45 42441209

About me

I am a Computer Science student at the University of Copenhagen specializing in systems-level programming. I combine academic theory with practical application, building software through both courses and personal projects. I enjoy applying my technical skills to complex challenges and learn new technologies.
Outside of the lecture hall, I prioritize an active lifestyle. I enjoy regular gym sessions and competing in the University's Science Cup football tournament when available.

Education

University of Copenhagen 2024 Sep – Present
MSc. Computer Science

University of Toronto 2023 Sep – Dec
Exchange semester at Computer Science St. George campus

University of Copenhagen 2021 – 2024
Bsc. Computer Science and Economics
Bachelor project in "RISC-V based computers in the data center" with a grade of 12.

Experience

Motorola Solutions – Student Worker 2025-Present
As a student worker at Motorola Solutions I worked in varies software engineering tasks, helping with various infrastructure tasks. I mainly worked with the *C++* programming language.

University of Copenhagen – IT-employee 2023-2025
As an IT-employee at the University of Copenhagen, I work as the main contributor with a small team on the development of a Python library called *adaXT*. This library implements tree-based learning algorithms with a strong focus on adaptability. To maintain high performance, the majority of the project was written in *Cython*.

A-Evidence – Developing assistance 2020 – 2021
Throughout this job I helped with the training of the AI used in the company as well as the general office work.

Hyldegaard I/S – Office assistance 2018 – 2021
At Hyldegaard my main work was keeping track of and registering the hour slips of my colleagues in the program Microsoft Dynamics C5. Along- side this I found easements on properties as well as assisting in drawing parcel maps.

Projects

adaXT
adaXT is a Python module for tree-based machine-learning algorithms that is fast, adaptable and extendable. It aims to provide researchers a more flexible workflow when developing tree-based models.

Throughout this project I learned to work with a team, and got a deep understanding for tree-based machine-learning methods.

Skills

Advanced: C, Python, Cython, Go, C++

Intermediate: Java, F#, Haskell