

Thea Ullegaard Kjeldsmark

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Education

University of California, Irvine

Masters of Science in Computer Science (MSCS)

Irvine, USA

Starting Fall 2023

IT University of Copenhagen

Bachelor of Science in Software Development, GPA: 10.79/12.0

Copenhagen, Denmark

Aug 2020 – Jun 2023

- Study abroad semester Spring 2022: American University in Cairo, GPA 3.94/4.0

Minerva University

Part of Bachelor's: Computational and Social Sciences, GPA: 4.0/4.0

San Francisco and Seoul

Aug 2018 – Dec 2019

- Transferred to ITU to pursue computer science.

Industry Experience

Microsoft

Software Engineer Intern

Dublin, Ireland

Jun 2023 – Now

- Adding inline student email verification to Office checkout using C# and React.

Software Engineer Intern

Jun 2022 – Aug 2022

- Developed a Microsoft Teams app that visualizes how accessible a company's Office files are.
- Wrote TypeScript and React to filter pipeline data and display it via Microsoft Teams components.

J.P. Morgan

Software Engineer Intern

Glasgow, United Kingdom

Jun 2021 – Aug 2021

- Designed and implemented a Java framework for translating user-inputted GraphQL queries into SPARQL queries.
- Expanded the framework to include handling of nested groups, several required predicates, and complex naming.

Tradimo Interactive

Data Engineer Intern

Copenhagen and Remote

Jun 2019 – Feb 2020

- Developed a website tracking system through JavaScript, Google Tag Manager, and Google Analytics.
- Created a marketing dashboard in Google Data Studio via APIs and JavaScript to track various KPIs.

Teaching Experience

IT University of Copenhagen

Teaching Assistant, Study Lab (Drop-In Tutoring)

Copenhagen, Denmark

Jan 2023 – May 2023

- Helped 2nd-semester with the courses "Algorithms and Data Structures", "Web Programming", and "Map of Denmark".

Teaching Assistant, Distributed Systems (160 students)

Aug 2022 – Dec 2022

- Assisted students with distributed systems theory and graded Go implementations together with five other TAs.

Teaching Assistant, Introductory Programming (150 students)

Aug 2021 – Dec 2021

- Assisted students with Java object-oriented programming exercises and graded assignments together with eight other TAs.

Minerva University

Writing Peer Tutor

San Francisco, USA

Sep 2018 – Apr 2019

- Selected among 160 students to a team of seven who helped students with their English writing via workshops and 1:1s.

Awards and Achievements

Thanks to Scandinavia

2023

Scholar

- Selected as one of two Danish scholars for graduate tuition scholarship (administered by Fulbright Denmark).

Danish National Cybersecurity Competition (CTF)

Spring 2021

Participant

- Qualified for the national competition by passing the online qualification and then placing in the top 25 at the regional competition (17th out of 34 for age and region).

HackIllinois, University of Illinois Urbana-Champaign

Winter 2021

Open Source Fellow (Remote)

- Contributed to Python open source projects ("inflect" and "setuptools") while being mentored by professionals.
- Selected as one of nine outstanding contributors from 46 participants based on contributions and mentor feedback.

Projects

Improving Haaunks (open-source Capture the Flag platform) using Kubernetes | *Go, Kubernetes, Docker*

- Developed a Go program that handles CTF users and challenges in Kubernetes and allows users to connect to challenges via VPN (Wireguard) or a Docker Kali in their browser (Apache Guacamole).
- Set up a Kubernetes cluster from scratch, implemented monitoring, and analyzed performance tests in R.

Map of Denmark | *Java, Python*

- Collaborated with a team of four to develop a map application featuring visualization, navigation, and address search.
- Implemented R-Trees for efficient range search and modified graph algorithms to provide proper route planning.
- Performed experiments and Python data analysis to compare R-Tree overflow methods and Dijkstra vs. A* routing.

Project Bank | *C#, Docker*

- Developed a project bank application in C# together with five other students that allows students to search for projects, supervisors to publish projects, and an admin to administer general settings.
- Implemented authorization and authentication policy via Azure AD.

Technical Skills

Languages: Java, Go, C#, F#, C, R, Python, JavaScript, SQL, GraphQL

Web Technologies: React, TypeScript, HTML/CSS

Tools: Git, Docker, Linux, Kubernetes