Vilhelm Bergsøe

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EDUCATION

- **Niels Brock Innovationsgymnasiet** — Copenhagen, Denmark
  2021 - 2024

SKILLS SUMMARY

- **Programming Languages**: Go, C, Rust, JavaScript, and more
- **Tools & Technologies**: Docker, Git, Linux, HTML, CSS, SQL, React, Nix
- **Currently learning**: ML & Data science, Biochemistry
- **Soft Skills**: Fast Learner, Experience contributing to opensource projects

EXPERIENCE

- **Advance** — In-Office
  Reception (Part-Time Student Job) — *2023-2024*
    - **Tasks**: Handling inquiries, managing appointments and more

- **TestaViva** — In-Office
  Developer-support (Part-time) — *2019 (November) - 2020 (February)*
    - **Professional Experience**: Gained hands-on experience in a professional development environment.
    - **Technologies Used**: Worked with ReactJS for front-end development, Git for version control, and Docker for containerization.

PROJECTS

- **Ascii Cam**: ASCII webcam for the console, implemented in Rust.
- **Snake**: Command-line version of the classic Snake game, written in C.
- **Mazegen**: Maze generator using recursive backtracking, developed in Zig.
- **Personal Blog**: Website with integrated blog functionality, built with Rust.
- **Teenyfold**: (WIP) Protein folding and structure prediction model.
- **BrainyBishop**: (WIP) Chess engine written in Rust.