Vilhelm Bergsøe

Portfolio: bergsoe.net
Github: github.com/vilhelmbergsoe

Email: vilhelm@bergsoe.net

Jack of All Trades (Master of some, I promise). I'm a self-taught developer with strong opinions and a deep aversion to technical bureaucracy. I like to solve problems, not optimize the status meeting. If it needs building, integrating, or fixing across the stack, I'm your guy!

EXPERIENCE

- **Factbird** — In-Office-Remote
  Student Assistant - Cloud Development (Part-time) — *2025 - Present*
  Full Stack Engineer (Full-time) — *2024 - 2025*

  Did a lot of work on gateway performance and auth optimizations, reducing CPU overhead and improving caching infrastructure. Ported GraphQL resolvers from TypeScript to Rust.

  Refactored our consolidated data pipeline for OEE calculations, optimizing query performance and reducing event loop blocking. Considerable amount of work done on the Nix build system to improve overall developer experience and build times including work on our Nix-based CI/CD infrastructure.

  - **DevOps**: DevEx improvements, Nix orchestration, AWS.
  - **Backend**: Rust development, performance workgroup, optimized application performance.

- **TestaViva** — In-Office
  Developer-support (Part-time) — *2019 Nov - 2020 Feb*

  - **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.

EDUCATION

- **University of Copenhagen** — Copenhagen, Denmark
  B.Sc. in Mathematics — *2024 - Present*

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

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.