# William Bille Meyling

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I'm passionate about AI, Algorithm Engineering (especially geometry), software design, and machine learning. Over the past eight years, I've pursued these interests deeply—winning national and international competitions along the way. I value simple solutions to complex problems and approach projects with a systematic mindset, attention to detail, and strong curiosity. My native language is Danish, and my favorite programming language is Rust.

## Education

- **University of Copenhagen** — Copenhagen, Denmark
  *Bachelor in Computer Science. Grade: 12* — *Sep. 2020 – Aug. 2023*

## Experience

- **Co-founder of Dafnis ApS** — Copenhagen, Denmark
  *A fully automated power trading firm using machine learning and algorithms to trade power across Europe. Utilizing a modern, high-performance tech stack, written in Rust.* — *Dec. 2023 - present*
- **Student Researcher at University of Copenhagen** — Copenhagen, Denmark
  *Using MILP in Computational Geometry.* — *Sep. 2023 - Feb. 2024*
- **Teaching Assistant at University of Copenhagen** — Copenhagen, Denmark
  *In the course 'Algorithms and Data structures'* — *Feb. 2023 - Mar. 2023*
- **Full-stack developer at Jobindex** — Copenhagen, Denmark
  *Tools: MySQL, Perl, Vue.js* — *Feb. 2021 - Jan. 2022*
- **Dansk Datalogi Dyst (Danish National Olympiad in Informatics)** — Denmark, Indonesia, Germany
  *Volunteer. Designing algorithmic problems used to select students for the national team. Training the national team for the International Olympiad in Informatics (IOI). Preparing courses in advanced (beyond bachelor-level) algorithmic techniques. Deputy leader at IOI 2022.* ***Vice chairman*** *of the technical committee of BOI 2023 (International Competition) (****with salary****).* — *Oct. 2020 - Sep. 2022*
- **Frontend Developer at Arnvind Group** — Copenhagen, Denmark
  *Tools: React. Responsible for a large complex wep-app.* — *Apr. 2019 - Mar. 2020*

## Awards and Achievements

- **Winner of Danish National AI Championships 2024** — Denmark, Online
  *2. place in 2022 and 2023. Competitive ML competition. Deep-learning, ML, algorithms, engineering.* — *Sep. 2022 – Oct. 2024*
- **Winner of Danish National Programming Championships 2023** — Denmark, Netherlands and Online
  *Competitive Programming. 4th in 2020, 2nd in 2021, 3rd in 2022, 1st in 2023 (and 3rd in Scandinavia). Qualified for NWERC all four years (Northwestern Europe Regional Contest). Top 12% at NWERC 2023.* — *Nov. 2020 – present*
- **Winner of Computational Geometry Challenge 2023** — Online and in Dallas, Texas
  *"Unofficial World Championships in Geometric Algorithms" – a research competition called CG:SHOP. Qualified me for SoCG (the most prestigious Computational geometry conference). Media coverage in DR:P1, Ekstra-Bladet, videnskab.dk and more. Statement at https://bit.ly/scienceku-wbm23* — *Sep. 2022 – Jun. 2023*
- **Winner of Unge Forskere 2020** — Copenhagen, Denmark (remote)
  *Danish National Youth Research Championships 2020. Project about Efficient Graph-based Image-segmentation. Media coverage in DR:P1, DR:P3, Jyllands-posten, videnskab.dk and more. Statement at https://bit.ly/ungefor-wbm20* — *Apr. 2020*
- **Top 58% at ICPC European Programming Championships 2024** — Prague, Czech Republic
  *Competitive Programming. Scoreboard: https://bit.ly/euc-wbm24* — *Mar. 2024*
- **'Best Computational Project' at European Science Championships** — Salamanca, Spain (remote)
  *Unge Forskere project received the PRACE Award at EUCYS 2020. Statement at https://bit.ly/prace-wbm21* — *Sep. 2021*
- **Top 52% at the International Olympiad in Informatics (IOI) 2020** — Singapore (remote)
  *Competitive Programming. IOI participant in 2019 and 2020. Also participated in Baltic Olympiad in Informatics in 2019 and 2020.* — *Apr. 2019 - Sep. 2020*

- **Winner of Danish National Olympiad in Informatics 2019 and 2020** — Denmark
  *Dansk Datalogi Dyst. Competitive Programming. Part of the National Team.* — *Apr. 2019 – Sep. 2020*
- **Master Title on CodeForces** — Online
  *Competitive Programming. Top 1600 in the world. https://bit.ly/cf-wbm* — *Sep. 2021 – present*
- **Next Generation Award 2020 (Skau Reipurth)** — Copenhagen, Denmark
  *Given "as an acknowledgement of his talent, hard work and passion for programming". https://bit.ly/skau-wbm20* — *Nov. 2020*
- **Finalist in the Danish Cyber Championships 2022** — Copenhagen, Denmark
  *De Danske Cybermesterskaber 2022. Cybersecurity (CTF) Competition.* — *May. 2022*

## Projects & Publications

- **ExtensionCC**: An efficient Convex Cover algorithm developed for CG:SHOP 2023.
  Publication: https://bit.ly/SoCGpub-wbm23. Bachelor-thesis: https://bit.ly/ba-wbm
- **Universal Autonomous Graph-based Image Segmentation with Near-linear Average Complexity**: Unge Forskere project. See more at https://bit.ly/eucys-wbm
- **Pacup**: Open-source tool unifying Linux package managers and making systems reproducible: https://bit.ly/pacup-wbm
- **Opener.nvim**: Open-source Neovim plugin for workspace / context switching: https://bit.ly/opener-nvim
- **Codify**: Chrome extension with over 10000 installations.

## Skills & Interests

- **Theoretical Computer Science**: AI, Computational Geometry, Software Design
- **Favorite Programming Languages**: Rust, C++, Python, JavaScript, C
- **Other**: Linux, DevOps, Web development, Cybersecurity, Automation, Latex, Video editing

## References

- **Mikkel Vind Abrahamsen (Bachelor supervisor)**
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