



Yonna (Zou Yong Nan) Klaassen

SOFTWARE ENGINEER · COMPUTER SCIENCE

Copenhagen, Denmark

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"Driven by curiosity. Focused on impact."

Profile

As a MSC.Eng in Computer Science and Engineering graduate I have a solid understanding of software development. Paired with my experience in various professional roles, I am able to build high-quality industry software solutions. Furthermore, I work well in collaborative settings and bring a positive attitude to any team.

Experience

Multiscription

Copenhagen, Denmark

STUDENT PROGRAMMER

May. 2024 - Jan. 2025

- Developed and maintained Android apps in Android Studio (Java) and Unity (C#)
- Developed and maintained a Unity SDK
- Automated finance report scripts (Python)
- Integrated our Unity SDK in partnered mobile games in Unity
- Tech support for partnered games
- Ensured seamless release of apps in the Google Play Store
- Collaborated closely with the technical team and designers to deliver high-quality products

Copenhagen, Denmark

SOFTWARE AND GAME TESTER

May. 2023 - May. 2024

- Developed an SDK in Unity. - This allowed me to showcase my software development skills to be promoted to a programmer.
- QA tested software, mobile apps, and mobile games. Test automation, regression, and non-functional tests
- Taught basic HTML and CSS to designers to help them maintain websites
- Collaborated closely with technical team and designers to deliver high-quality products

Visma | plandisc

Aarhus, Denmark

STUDENT SOFTWARE ENGINEER (FULLSTACK)

Jun. 2021 - Aug. 2022

- Developed and maintained a web application using C#, TypeScript AngularJS, Microsoft Azure, MSSQL, and Cosmos DB
- Did code reviews of my team members' Github pull requests
- Helped out the marketing department by translating English text to Dutch
- Collaborated closely with technical team and designers to deliver high-quality products

Aarhus, Denmark

SOFTWARE ENGINEERING INTERN (FULLSTACK)

Jan. 2021 - Jun. 2021

- During my internship, I had the same responsibilities and tasks as I had as a student software engineer.

Education

Technical University of Denmark

MSC.ENG. IN COMPUTER SCIENCE AND ENGINEERING

Kongens Lyngby, Denmark

2023 - 2025

- **Master Thesis:** *A Distributed Architecture for Process Mining: Conceptualization and Performance Analysis of an Online Data Streaming Pipeline.*

- Delivered a proof of concept of distributed data pipelines for process mining with low latency and high throughput. (Java, Spring Boot, REST API, Docker, Apache Kafka)

- **Grade:** 12

VIA University College

B.ENG. IN SOFTWARE TECHNOLOGY ENGINEERING

Horsens, Denmark

2019 - 2022

- **Bachelor Project in collaboration with Seneco A/S:** *Motion Detection Properties:* for predicting the direction of vehicles and passerby passing street light poles.

- Configured and analyzed infrared motion sensor's signals.

- Used machine learning models to derive actionable insights determining motion properties, improving prediction accuracy. (MATLAB)

- Delivered a fully tested and integrated solution on a servo. (C++)

- **Grade:** 12

Skills

Programming languages Java, JavaScript, TypeScript, C#, C, C++, Python, SQL, HTML, CSS

Frameworks and Tools AngularJS, ReactJS, Vue.js, .NET Framework, Unity, Android Studio, MATLAB, Apache Kafka, MSSQL, PostgreSQL GIT, AWS, Azure

Soft Skills Eager to learn, Teamwork, Communication, Dependable, Critical Thinking, Time Management

Languages Dutch (native), English (full professional proficiency), Danish (limited working proficiency)

About Me

In my spare time, I love sewing my own clothes from scratch or giving new life to old and thrifted pieces. Fashion is a big interest of mine, especially when it is done in a more sustainable and creative way. I also enjoy cruising on my skateboard, playing video games with friends, and watching tons of movies and shows.