

WORK EXPERIENCE

since 2015 freelance software & web developer

- development of websites including portfolios, webshops and landing pages
- bug fixing and maintenance including PHP version upgrade and host migration
- setup of DevOps infrastructure

2021-2022 developer for interactive dance project GEM

- implementation of real-time graphics using TouchDesigner
- development of custom C++ plugins for TouchDesigner
- integration and technical setup of motion tracking devices, AI image detection models and gyroscopic sensors

2020-2021 gameplay programmer, Flow Fire Games, Berlin

- development of content creation tools for game designers
- game mechanics and dynamic UI implementation

2018-2020 full stack developer, Prolike, Allerød Denmark

- project lead with customer relations
- setup of DevOps project infrastructure
- integration of payment API using Repay
- development of subscription based service on serverless technology
- stack migration from single-server LAMP to cloud based solution

2015-2017 gameplay programmer, Mad Hats Assembly, Berlin

- game design implementation
- responsible for version control using git

EDUCATION

2020 Exchange semester at Beuth Hochschule, Berlin

2018-2021 Computer Science AP, KEA Copenhagen, Denmark

SKILLS

C, C++, C#, PHP, Java, HTML, CSS, Python, SQL, Bash, JavaScript, GLSL,
CircleCI, Jenkins, NodeJs, OpenGL, OpenCL, git, Docker, Laravel, Nginx, Apache, Bootstrap, Spring,
WebAssembly, AWS, Firebase, MongoDB, Unity, openFrameworks, TouchDesigner

LANGUAGES

Danish Mother tongue

English Native fluency

German Basic fluency