



CONTACT
INFORMATION

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EDUCATION

Aarhus University, Aarhus, Denmark

M.Sc., Computer Science and Computer Graphics, 2011

- Thesis Topic: Modular Fluid Solver Framework using OpenGL

B.Sc., Computer Science, 2004

- Thesis Topic: Scenario Player using Java Reflection and XML

WORK
EXPERIENCE

Bang & Olufsen, Aarhus/Struer, Denmark

Application Software Developer

2007 - present

- Successfully released the product Beosound5 running on a Windows platform.
- Successfully implemented the User Interface (DirectX9) on the Beosound5 product in close cooperation with graphic designers.
- Part of small team that developed a UI framework based on OpenGL and DirectX 9.0.
- Fixed critical bugs during product release stages in cooperation with developer team in Pune, India.
- Travelled to India for 2 months to lead development and introduce a new UI framework to outsourcing partners.
- Implemented a custom made video switching algorithm in C++, fixing a critical bug. The implementation was able to restore textures and the application without the need to restart.
- Successfully released a newer audio product running a Linux OS on a Freescale processor.
- Was directly responsible for implementing frontend PIN code functionality, involving low level communication with hardware API's.
- Was responsible for implementing a custom made OpenGL ES text renderer based on the Pango, Fontconfig and Freetype libraries.
- Led the introduction of LGPL open source software into the audio product portfolio.
- Responsible for implementing support for non latin languages in the Beosound5 product portfolio, involving technologies such as fonts, unicode encoding, and font configuration on the OS level.
- Achieved a M.Sc. degree between 2007 to 2011 during spare time study.

Prototype Developer

2004 - 2007

- Analyzed emerging web technologies and their possible use in AV consumer products.
- Was directly responsible for the company first integration of a web browser into a TV product, based on early prototyping and presentations.
- Implemented a virtual display driver in C for prototype purposes.
- Presented prototypes of emerging technologies to board of directors and senior managers.

- Appointed technology evangelist in the field of Electronic Program Guides.

Intern

2002 - 2002

- Designed and implemented a logging tool in C, for logging packets on a proprietary network link. Involved the reverse engineering of an unknown protocol. The tool was later used extensively throughout the organization.

TERMA 8520 Lystrup, Denmark

Bachelor Thesis Intern

June 2003- Jan 2004

- Designed and implemented a military scenario player in Java language using Reflection and XML parsing technologies.

Grundfos, Bjerringbro, Denmark

Technician

1998-2000

- Serviced robots and designed and implemented PLC software for use in a large scale production environment.

MITA Teknik, Bjerringbro, Denmark

Windmill Controller Assembler

2000-2001

- Worked with assembling windmill controllers and programming PLC's.

SOFTWARE
SKILLS, PRIMARY

- C++
- Boost library, STL
- OpenGL
- OpenCL
- SCRUM
- cmake
- Subversion version control system
- Eclipse, Visual Studio
- Linux, Windows operating systems
- ArgoUML (UML tool)

SOFTWARE
SKILLS,
SECONDARY

- C#
- Java, Android
- Xcode
- Mercurial
- OSX
- LaTeX
- Max/MSP
- DirectX 9.0
- Valgrind

LANGUAGES

- Danish (mother tongue)
- English (fluent)

LINKS

- Beosound5 product
- Fluid Solver work
- Master Thesis