

Martin Kristensen

computer scientist

contact

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languages

danish & english

programming

Java, Ruby & PHP

experience

- 2017–now **Clearhaus A/S** Aarhus, Denmark
Full Stack Developer
Technologies: Amazon Web Services (AWS), Terraform, Docker, Ruby
- 2016–2017 **Visiolink ApS** Aarhus, Denmark
Software Automation Lead
Manually managing 800+ Android/iOS apps is not a viable business model. I'm automating manual tasks such as submitting apps to Play Store/AppStore, screenshots & eventually building apps without a developer.
- 2015–2016 **Visiolink ApS** Aarhus, Denmark
Software Developer
Android development of customized epaper apps, PHP for server side validation & Ruby for internal tools automating manual workflows
- 2011–2014 **LetFarm A/S** Aarhus, Denmark
Student Employee
Main task consisted of quality assurance of our products. Other tasks consisted of daily communication with outsourced developers and technical customer support.
- 2009–2010 **Hjem A/S** Herning, Denmark
Production Operative
Operating HOMAG CNC, wall assembly machine as well as a computer controlled cut saw.

projects

- 2017–now **Tryk og glad** Android (Java)
App with information about acupressure for babies. Quite custom design.
- 2016–now **iPassion for Android** Android (Java)
Took over development in June 2016. Tasks entails feature implementations & bug fixes. Gradually refactoring the codebase to be more modern with AutoValue, Retrofit & RxJava
- 2015–2017 **mademyday for Android** Android (Java)
Developed from scratch in freetime to get more hands-on Android experience. Allows users to send small gifts to their loved ones, who will receive an SMS with a redemption link. Technologies used: ButterKnife, Braintree, Glide, Parse, RxJava & Retrofit
- 2013–2015 **Fansite** PHP
With 600,000+ pageviews in 2014. DigitalOcean VPS (Ubuntu 14.04) with an Apache server serving a WordPress & MySQL based site. Custom plugins, theme and some SEO.
- 2014–2015 **Game related application (HUD)** C#
With 4,000+ downloads. Uses a third party memory reading framework to draw otherwise unavailable information with DirectX
- 2012 **Punch clock for Android** Android (Java)
Developed in my free time while I was at LetFarm, ended up being used in production.

IDE's which I am familiar with: Android Studio, PHPStorm, RubyMine IntelliJ in general. I have used SVN briefly and I have quite some experience with Git(hub).

education

- 2010–2015 Bachelor of **Computer Science** University of Aarhus, Aarhus
- 2005–2008 **High School** HTX, Herning

personal interests

cycling, hobby programming projects, tech talks & video games