Andreas Erslev Juul Nissen

| Software Engineer | Full-Stack Developer |

Contact Information

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GitHub
https://github.com/AndreasErslev

Website
aerslev.dk

Language
Danish
English

Competences

.Net \ C# \ ASP \ MVC

Blazor \ WinUI3 \ MVVM

SQL & NoSQL \ UnitOfWork

API \ REST \ Microservice

Profile

Passionate Software Engineer specializing in Web Development and Architecture. Prioritizing inclusivity and creativity, I foster an environment where individuality is celebrated and ideas flourish through open collaboration.

In my role as a Full-Stack Software Developer and Architect, I focus on technical innovation and software design principles within the R&D department. Additionally, I actively contribute to a collaborative and inclusive workplace culture, advocating for diversity and camaraderie among colleagues.

Education

Diploma Engineer in Computer Science • Universitet
Specialty in Web Development and Architecture
2019 - 2023

An education with a focus on a wide range of subject areas within software technology and project management. Subject areas include, among others, Backend and Frontend software development and programming, data and database management, Software Design, and architecture.

With a specialty in software Web Development and Architecture, I have extensive experience in utilizing APIs, implementing Microservices, orchestrating front-end and back-end correlation, and proficient data handling. Throughout the education, I have focused on development and production-oriented semester projects, from requirement setup, software architecture, realization, and throughout.

References

Emil Vincent Ancker

Technology Officer @ Dynatest
A/S

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Professional Background

Full-Stack Software Developer | R&D   2023 - 2024
Dynatest A/S • *Contract*

As project lead, oversee groundbreaking web app development using
.Net Blazor, MVVM, PostgreSQL, and Agile methodologies.
Orchestrate front-end and back-end correlation, optimizing
performance and focusing on architecture and design patterns
for robustness and scalability.

Actively develop Full-Stack components, implement robust database
structures using UnitOfWork and EF Core for data integrity and
scalability. Craft comprehensive documentation for efficient
knowledge sharing and collaborate closely with UI designers
using Figma for continuous front-end design iteration.

Full-Stack Software Developer | R&D   2022 - 2022
Xflow - En del af Visma • *Full time Internship*

As a Full-Stack Software Developer in R&D, I focus on advanced web
development and REST API implementation. Proficient in HTML, CSS,
JavaScript, and C#, I create dynamic web apps. Expertise in
Entity Framework for .Net and SQL Server ensures efficient data
management.

Actively involved in UI design, I prioritize customer feedback for
intuitive experiences. Specializing in front and back-end integration
ensures seamless user interaction. With ASP .Net MVC and C#, I
influence system architecture, crafting scalable applications that meet
diverse user needs.

O'Desh's Dwadle Dashing

Problem:
Odesh's Dwadle Dashing, a Unity Game Project, utilizes a REST API and MongoDB for database interaction. The game emphasizes speedrunning with unique levels, challenges, and anonymous score display on a website.

Method:

Implementation involves custom code, models, and level design to align with the speedrunning theme. Scores are recorded and displayed transparently for personal tracking. Multiple difficulty levels enhance replayability and competition.

Result:

Odesh's Dwadle Dashing offers an immersive Unity gaming experience with custom elements and seamless database communication. Its speedrunning focused design, diverse challenges, and transparent scoring system engage players and foster competition.

For more information of the game or projects or hear about other projects, please, don't hesitate to contact me. All code is private, but got/code can be shown/shared upon request.

Chosen Personal Projects

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Problem:
Odesh's Dwadle Dashing, a Unity Game Project, utilizes a REST API and MongoDB for database interaction. The game emphasizes speedrunning with unique levels, challenges, and anonymous score display on a website.

Method:

Implementation involves custom code, models, and level design to align with the speedrunning theme. Scores are recorded and displayed transparently for personal tracking. Multiple difficulty levels enhance replayability and competition.

Result:

Odesh's Dwadle Dashing offers an immersive Unity gaming experience with custom elements and seamless database communication. Its speedrunning-focused design, diverse challenges, and transparent scoring system engage players and foster competition.

Microservice architecture | O'Desh's Dwadle Dashing

Problem:
Creating a Full-Stack Microservice architecture manages data, visualizes results, and enables REST API communication, sourced from a Unity Game Project's MongoDB server. Services ensure data integrity and anonymity.

Method:

Incorporating ASP.Net with GraphQL and RabbitMQ enhances data transmission. Docker-Compose manages services, with Nginx handling communication. Future plans include Kubernetes integration and improved CI/CD practices.

Result:

The architecture efficiently handles data, ensures integrity, and enables seamless gaming experiences. Docker-Compose and Nginx ensure scalability and robustness, with future plans promising further enhancements.