# Brian Ravn

# Software Architect

#### Experience

2019 – now **Software Architect**, *SDU eScience Center*, Odense. Design and implementation of new features, bug fixing, maintenance etc. for the UCloud platform primarily in Kotlin and TypeScript.

- 2018 **Student Assistant**, SDU eScience Center, Odense.
- (Sep Dec) Various functions, programming, infrastructure testing and implementation.

## Education

- 2017 2019 **M.Sc. Computer Science**, University of Southern Denmark, Odense. Master's Thesis: Modeling Timetabling Problems in Constraint Programming
  - 2018 M.Sc. Computer Science, University of Helsinki, Helsinki, Finland.
- (Jan Jun) International Student. Electives: *Cloud and Edge Computing, Game Programming* and programming of robots in *The Software Factory*
- 2013 2017 **B.Sc. Computer Science**, University of Southern Denmark, Odense. Bachelor Project: Implementation of KeyPathwayMiner in R
- 2010 2013 **10th grade + Higher Preparatory exam (HF)**, VUC Fyn, Odense. Electives: Mathematics, Innovation and Psychology
- 2008 2010 Web-Integrator, Syddansk Erhvervsskole, Odense.

#### Other

- 2018 Volunteer (Warrior), Copenhell Music Festival, Copenhagen.
- 2018 2019 **International Tutor**, University of Southern Denmark, Odense. For the visiting international students at the Faculty of Science and the Faculty of Humanities in the fall 2018 and spring 2019.

## Skills & Interests

- General Linux, Git, धा<sub>E</sub>X, web development, HTML, CSS + Sass, various CSS frameworks, SQL/NoSQL database systems, OpenGL, various game engines, network protocols.
- Programming Python, C, C++, Kotlin, Java, R, MiniZinc, PHP, TypeScript, Bash + some experience with Prolog, Haskell, Go, Rust and Assembly.
  - Languages Danish, English.
    - Interests Game development, system programming, embedded software, optimization and operations research, open source projects.
      - Other Music (bass), travel, computer games, genealogy.

Odense, Denmark