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Experience

Digital Solutions Architect

Alexandra Instituttet | May 2018 – Present

Working with a plethora of projects from developing IoT devices and services, mobile applications and AR/VR research. As Digital Solutions Architect, I have many different roles, e.g., as project manager, concept developer, data analyst, software developer, and workshop facilitator.

Postdoctoral Researcher

Aarhus University | August 2016 – April 2018

Researcher in the CIBIS project (Creativity in Blended Interaction Spaces). My primary work is to explore how technology can support collaborative creative processes by designing, developing and evaluating interactive prototypes. The prototype development was primarily based on web technologies; particular Webstrates, a shareable and dynamic media approach.

Lecturer in “User Experience”

Aarhus University | January 2017-March 2017

A master level course at Department of Computer Science. The course focused on theoretical concepts of UX with practical assignments that made the student apply the theories in code and sketches.

Lecturer in “IT Product Design Project”

Aarhus University | April 2016 – August 2016

A bachelor-level mandatory course themed: "IT products for sport and training". I prepared and presented lectures on Sports Technologies, Frameworks in HCI & Sports, Design Processes, and Evaluation Methods. Further, I supervised students on conceptual ideas and prototypes.

PhD student

Aarhus University | August 2012 – August 2016

As part of the Ubiquitous Computing and Interaction group at AU, I am doing a PhD with the headline: "Digital Sports Grounds". In short terms, my project is about exploring the opportunities and challenges that emerges in the combination of computer science and sports. The research is driven by physical and digital prototype development, and testing with real users in real contexts.

Member of PR committee (Computer Science Department)

Aarhus University | July 2013 – July 2016

In the PR committee, we primarily discussed the outreach activities of the department, e.g. which activities should we do for potential future students and for the general public, and how do we wish to weigh and prioritize our activities.

Teaching Assistant in "Experimental Systems Development"

Aarhus University | January 2013 – June 2015

A master-level mandatory course. My job was to supervise students in report writing, assignment solving and preparation and presentation of scientific papers. Course content: Techniques for scenario-building and prototyping. Strategies for user-collaboration in analysis, design and evaluation. Methods for planning of process and product. Carrying out early parts of a systems development project, emphasizing iteration and user participation. Concepts for understanding process and product, and for comparing different types of process models.

Visiting Researcher

RMIT, Melbourne, Australia | July 2014 – Januar 2015

I was a visiting researcher at the Exertion Games Lab (XGL) in Melbourne. XGL researches the future of games to understand how to design better interactive experiences, in particular in the intersection between technology, play and the body.

Teaching Assistant in "Computer Science in Perspective"

Aarhus University | August 2012 – October 2012

A mandatory introductory course to the field of computer science. My job was to supervise students in assignment solving and report writing, as well as correcting weekly reports on various topics.

Junior Consultant

Logica (now CGI) | April 2011 – June 2012

I worked as Junior Consultant in the Health Care Department, and was given various assignments, primarily writing code (Java, XSLT, Javascript) for different situations. Most of the work was with development of an electronic patient journaling system (Cambio), and included FMK(Fælles Medicin Kort/Common Medicine Card) integration and various other integrations.

Education

PhD degree in Computer Science (PhD)

Aarhus University | 2012-2016

Master's degree in Computer Science (MSc)

Aarhus University | 2011-2014

Bachelor's degree in Computer Science (BSc)

Aarhus University | 2008-2011

Organizing

Social Chair

Critical Alternatives 2015, The fifth decennial Aarhus Conference

Part of the organizing committee of the conference. I arranged and supervised every social event at the conference.

Organizing Committee

KDag (Career Day) at Katrinebjerg 2015-2018

KDag is a one-day event where approximately 500 IT students from various programs and around 35 hiring IT companies meet.

Skills

Fluent in Danish and English. I have primarily programmed in Java, Python, JavaScript, HTML, CSS, ActionScript, but also in C#, Visual Basic, XSLT, and more, using JetBrains IDEs, Git, Eclipse, Unity, Android Studio, Processing, NodeJS, npm, Express, MongoDB, React Native and other tools.

I also have considerable experience giving lectures and talks, conducting user experience studies as well as facilitating workshops and ideation brainstorming.

Publications

During my academic work I have published 19 papers; 5 at top-tier venues (e.g., CHI and DIS), 9 at tier-2 venues (e.g. TEI and OzCHI), 2 in international recognized magazines, 1 journal paper and 2 best paper awards. I am also co-author on a book chapter. I currently have an H-index of 8 with +250 citations, according to Google scholar. I presented 9 of these publications at international conferences.