

# Thomas Bonderup

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## EDUCATION

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### Roskilde University

*Master of Science (MSc) in Computer Science and Informatics*

Roskilde, Denmark

*Feb. 2020 – Jan. 2022*

### UCL

*Software Development (Bachelor)*

Odense, Denmark

*Sep. 2018 – Jan. 2020*

### UCN

*Computer Science (AP)*

Aalborg, Denmark

*Aug. 2013 – Jan. 2016*

## EXPERIENCE

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### Information Technology Consultant

*TB Coding*

Aug. 2015 – Present

*Odense, Denmark*

- IT subcontractor for various companies, building products and services for their customers.
- Responsible interviewing and managing software engineering interns.
- Responsible for building and maintaining a portfolio of small to medium sized websites and e-commerce and subscription stores for customers, most projects built with open source software / LAMP Stack.
- Responsible for building and maintaining a portfolio of affiliate websites.

### Chief Technology Officer

*Vinoli ApS*

Oct. 2016 – April 2018

*Aalborg, Denmark*

- Designer and implementor of Vinoli's automatic subscription billing system. Monthly, quarterly recurring charge feature, multiple subscription product variant. Pricing features (free subscription, paid subscription).
- Designer and implementor of Vinoli's warehousing, logistics and packaging process. My job was to automate and scale processes to increase speed by getting the wines from suppliers via trucks, packaging the products and getting the product delivered to the customer.
- Designer and implementor of Vinoli's e-commerce platform. The platform was built with PHP, WordPress, MySQL, WooCommerce, HTML, CSS, Javascript, QuickPay Payment Service Provider, Clearhaus Merchant Acquiring Services, System Integrations to MailChimp, Facebook Ads, Google Ads, Youtube and other external services and API's.

## PROJECTS

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### Movie App | RAWDATA semester team project.

Aug. 2020 – Dec 2020

- Developed an advanced PostgreSQL database with PL/pgSQL programming on a server to search movies.
- Developed an API in ASP.NET.
- Developed a frontend in Javascript, HTML, CSS.

### Architectural Description | IoT / cloud infrastructure for cable jointing robot.

Feb. 2020 – June 2020

- Worked in a team as a software architect creating an architectural description for a global cloud infrastructure to empower customers utilizing robots.
- Designed the cloud architecture around Apache Kafka and event stream processing.
- Interviewed and engaged multiple stakeholders.

## TECHNICAL SKILLS

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**Languages:** Java, Python, C/C++, SQL, PHP, JavaScript, HTML/CSS.

**Technologies:** Apache Kafka, Confluent Platform, Spring, Elastic Stack, PostgreSQL, ROS, Mqtt.

**Developer Tools:** Linux, Zsh, Git, Docker, Kubernetes, Terraform, AWS, Google Cloud Platform, IntelliJ, Emacs.