

Jesper Staun Hansen

Software developer for desktop, mobile and embedded



I am a **globally engaged software developer** with 6 years of company experience and 12 years of hobby experience with developing, deploying and remote educating of software and hardware solutions. My area of expertise is developing solutions from idea to click-to-deploy instance deployment. Over the past three years, have I led projects from a Dead On Arrival to a functional and extensible state, including the development of many other projects.

Experience

jan 2015–oct 2016

Software development, Freelance.

Projects:

- Shipping webapplication project built on Laravel 5.1, statistics generated to pdf and excel, and chartjs for webview.
- Developed solution for online magazines with Mozilla's PDF.js inbrowser renderer extended with gallery, Youtube and video viewable directly in the magazine. The solution is used by corps such as coop, Danske Bank and AAB.
- Migrated Java solution from 1.4 to 1.8 and including customer database without existing data relationships based on id.

Tasks:

- Optimizing SQL queries, tables and server.
- Nodejs forumcrawler for useranalysis, detection and prevention of attacks.
- C# assistance to toggl.com's Android code built on Xamarin's platform.
- Administration of email campaigns in MailChimp.

2013–nov 2014

Hardware/Software development and project management, FACI A/S, Hasselager.

Assignments:

- Repair and development of internal test equipment for example CAN bus monitoring equipment over wifi and LAN.
- ASM Assembly coding for embedded Freescale processors.
- Porting code for data conversion program for SMT maskines for Nordson DIMA and Samsung originally written for Windows 95/98 into a single tool in C# aimed at modern Windows.

Responsibilities:

- Software development for embedded, mobile and desktop applications.
- Consulting for FACI Germany's inventory software.
- Remote and on-site customer support for Swedish and Norwegian sites as a field-engineer.
- Preparation and final testing of products.

New Product Development:

- Android development for reporting of nursecall and dialing of phones by the system.
- Broadcast of SMS and handling of incoming and outgoing calls from embedded GSM modem.
- Indoor navigation for the purpose of measurements of tasktime.
- Task distribution app on mobile and desktop central.

Achievements:

- Secured communication and **increased the communication speed by 8000%**.

2012–2013

PHP programmer, NAPP ApS, Randers/Copenhagen.

Project Programmer for E-learning project developed for Joomla 2.5 with modular HTML code generator

- Object Oriented Analysis and Design.
- Template based design of teaching materials.

2011

Internship as Electronics Engineer, Create It Real ApS, Aalborg.

Development of electronics platform for 3D - printer as internships and final project. About the project can be told

- Designed to be flexible and open with interchangeable parts.
- 6 stepmotore incl. motor drivers, 6 limit switches, ATX based power supply, plug-in real time processor based on DDR2 socket, 3 heat sources 6 temperature sensors.
- Built, routed and 3D constraint tested in Altium Designer Summer 09.

Personal Info

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Myers-Briggs Type
ISTP

Social media

LinkedIn

linkedin.com/in/jespersh

GitHub

github.com/jespersh

Key Skills

Full-Stack Devops

DRY

MVC

SOLID

MVVM

SaaS

ARM Cortex-A53

ARM Cortex-A7

ARM Cortex A8

Freescale 68HCS08

Xilinx XC9572XL CPLD

Xilinx Spartan-3E FPGA

Software

Perl, VHDL



Average

ASM, Python, Shell



Good

C, C++



Very Good

C#, SQL



Excellent

Hardware

ARM Cortex, Xilinx CPLD



Good

Freescale, Xilinx FPGA



Very Good

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Related Experience

- 2016– **Project Manager/Programmer**, *Unnamed VR project*.
C++, 3D-MMORPG game in Unreal Engine 4.
- Quadruped inverse kinematics. Equations used by a robot arm for determining the context parameters that provide a desired position of the end of a robot arm.
- 2015–2016 **Consulting programmer**, *Arokai*.
C++, 3D-MMORPG game.
- 2011–2016 **Community leader/Programmer**, *KITO*.
C++, 3D-MMORPG spil.
- C#tools for encrypting and text obfuscation.
 - Extensions to 3D computer graphics software Blender's Python scripts.
 - Remote support for errors installations and coding.
- Achievements:**
- 14 major online game based on the platform, each with more than 1,000 users. 4 of which with over 5,000 users.
 - 40-50 smaller games online with less than 1,000 users.
 - Over 100 games since created and closed again.
- 2009– **Mozilla Foundation**.
Mozilla is best known for the open source internet browser Firefox.
- AMO Editor — Security and compatibility examination the Addons for Mozilla products.
 - Winner of AMO Editors 2012 New Year's Challenge.
 - 176 addons affected.
 - Exposed network of add-ons which forwarded user information.
 - Bugzilla Editor — Obtaining information on errors and reproducing errors.
 - 482 bugs affected.
 - 86 bugs fixed.
 - PDF.js — A general-purpose, web standards-based platform for parsing and rendering PDFs.
 - Supported embedded solutions for businesses and individuals.
- 2009– **Senior Programmer**, *FoxyProxy*.
Animated vector graphics, code porting, technical customer support and consultation. The work has included C++patches for Mozilla Thunderbird mail program.

Education

- 2009–2011 **AK IT/Elektronik-Teknolog**, *University College Nordjylland, Aalborg*.
- 2006–2008 **Electronics and Electrical Engineering**, *Aalborg University, Aalborg*.
- 2003–2006 **HTX**, *Randers Teknisk Gymnasium, Randers, Technical High School*.

Interests

- Software consulting I consult and program on an increasing number of projects that I believe can teach me different and future solutions.
- Keto diet 1st July 2016 I decided to try keto diet which so far has resulted in a loss of 8kg per 13 September I expect to continue this until the weight is 80kg.
- Bowling Mondays used in regular routine at the bowling in Randers Bowling Center
- Electronics projects In the latest project replaced the I mirror a 190x90cm frame with twoway mirror as an attempt at a smart mirror. In electronics fair in 2016 in Odense gave a company the idea that there could be added touch function on the mirror.

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