




Andreas Jensen

Web Developer

Resume

 Bregnerødgade 21 4. th
2200 KBH N

 22486050

 Andreas@aja.dk

 Mandaffaard.dk

About Me

Experienced frontender with a high level of curiosity towards all segments of development. I'm opinionated about digital design, attentive to user-centric functionality, and technically knowledgeable. This makes me able to interact and mediate between departments. In my free time, I spent a lot of time online being up to date with various tech news, taking the paddle board out in the canals and spending time with my girlfriend. I'm a big fan of cinematography and game design, and I'm always ready to talk about recent movies or video games. I have peculiar taste and will always have a suggestion on hand.

With me, you get a humble and loyal employee, who will always smile and bring humour to the workplace.

Personal Skills

Passionate, social, and loyal employee

Interpersonal, considerate, and honest colleague

Agile, attentive, and approachable leader

Languages

HTML

CSS / SCSS

JS / jQuery / TS

PHP

React / React Native

Python / Django

Tools

Front-end frameworks

Webpack

CI / CD

SEO

Source Control

Cypress

Polypane

Wordpress

Docker

Methodology

Agile development

Risk management

Database design

Git Flow

Design Thinking

SCRUM

DevOps

Related Work Experience

Peytz (Part of IO) Wordpress Developer

June 2022 - August 2023

- Actively engaging in incoming projects by creating the dynamic content blocks designated at the preliminary SCRUM meetings.
- Assisted backend developers with numerous tasks from automating maintenance to implementing Redis Sentinel across all apps.
- Provided technical knowledge and mediated between clients and project managers when needed.
- Created numerous redesigns on older projects in collaboration with clients.
- Improved various PHP templates in our development environment and made improvements to our Docker setup.
- Contributing to code reviews on a daily basis.
- Brainstorming with the creative department over various lunches :)

VerdensBedsteDanskeSkole (Internship) Digital Designer

January 2021 - September 2021

- Incorporated various new methodologies to the conceptual development of their new platform.
- Improved the overall image of the platform by improving the styling, where possible.
- Content creation in the form of video production, illustration, icons, photography, and various elements for the platform.
- Taking part in the planning of future ideations of the platform.
- Attending talks to create marketing materials for the company.

Related Education

Copenhagen School of Design and Technology Web Development

August 2021 - January 2022

- Diving into the world as a full-stack developer, I was exposed to database designs from the bottom up and creating an optimal development environment with all elements covered from Testing, Virtualization, Linux environment, Bash, Powershell, CI/CD and much much more.
- Hands-on experience with various technology stacks, and creating various web applications in Python/Django, PHP, React/React Native and using various front-end tools.
- Not to forget the massive focus on user-centric design throughout the development and how to incorporate user needs properly in various ideations.

Copenhagen School of Design and Technology Multimedia Designer

August 2019 - August 2021

- Digital design and content creation with focus on stylizing content to specific design eras/art styles or the underlying symbolic statements.
- Creating projects related to conceptual design, e-commerce, gamification, product designs and much more.
- Learning basic web development based on existing CMS systems.
- Developed numerous wireframes and prototypes for responsive designs in Figma and Adobe XD.

Kunsthøjskolen i Holbæk Art Course

March 2015 - June 2015

- Digital Design focuses on abstract art and manual design workshops to approach digital design in a practical sense.
- Film History explores the history of cinematography and the effects of practical effects and physical special effects.
- Creating 3D models in Architecture with Google Sketch and developing scaled prototypes.
- Videography with Steen Schapiro focusing on editing, perspective and mood. Recreating emotion on film or pre-defined conceptual videos based on weekly assignments.
- Being pre-exposed to Photography, I mainly focused on gallery presentation, printing and practical set pieces.

Online portfolio available

Mandaffaard.dk

Presentation of previous work, experience and skillset.