

# Soren Mortensen

MOBILE, SYSTEMS & FULL STACK DEVELOPER · STUDENT

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*Driven and enthusiastic Computer Science undergraduate at the University of Bath with a broad skill set and experience working in a variety of domains.*

## Education

### University of Bath

*Bath, UK*

BSC (HONS) COMPUTER SCIENCE (EXPECTED)

*Sep. 2018–Jun. 2022*

- First year result: **81.7%**; second year result: **78.6%**
- Developed software designs and an implementation in Agile teams of approximately 8 students.
- Studied programming in C and Java, developing projects such as a TCP/IP chat client and server with GUI.
- Developed hardware and software for games using Arduinos, employing hardware interrupts to efficiently respond to physical input.
- Studied computer systems architecture, including processor design, operating systems and networking.

### Peter Symonds Sixth Form College

*Winchester, UK*

A/AS LEVELS, EXTENDED PROJECT, GCSE

*Sep. 2015–Aug. 2017*

- A Levels in Computer Science, Mathematics and Physics (A, A\*, B respectively).
- Extended Project Qualification (A\*). Designed and built prototype of a neural network design app.
- AS Levels in Further Mathematics and Music (A, A respectively).
- GCSE in English (A).

### New Roots Charter School

*Ithaca, NY, USA*

REGENTS DIPLOMA ADVANCED DESIGNATION WITH HONORS AND MATH MASTERY

*Sep. 2011–Jun. 2015*

- Achieved a cumulative GPA of 3.73 (out of 4.00) over the course of 4 years.
- Received an overall score of 2,130 (out of 2,400) on the SAT exam and an overall score of 33 (out of 36) on the ACT exam.

## Skills

### Programming

- Rust, Swift, C#, Java (extensive experience)
- Scala, Haskell, Go, C, C++, Objective-C, JavaScript, Python (moderate experience)
- Typescript (some experience)

### Tools

- Git, Xcode, Vim, Emacs, JetBrains IDEs, Trello, GitLab CI, Travis CI, Fastlane,  $\LaTeX$  (extensive experience)
- JIRA, YouTrack (moderate experience)

### Platforms & Libraries

- Cocoa, UIKit, React/React Native, .NET Core

## Experience

### Ditto

*Remote; San Francisco, CA, USA*

MOBILE & RUST ENGINEER

*Jul. 2020–Present*

### Backslash Build

*Bath, UK*

JUNIOR SOFTWARE DEVELOPER

*Oct. 2019–Jul. 2020*

- Rapidly prototyped and built software for clients, working in small teams to deliver effective solutions on a short time scale.
- Built full stack solution for running contract auctions on the Ethereum blockchain using Solidity, C# and React.
- Trained quickly in C#, React/React Native and JavaScript in order to help bring a project to completion.
- Worked within Agile/Scrum teams to coordinate and efficiently deliver work.

### Cotham Technologies

*Bristol, UK*

IOS & MACOS DEVELOPER

*Jun. 2019–Oct. 2019*

- Wrote custom developer-facing tools for Objective-C parsing & manipulation using Rust.
- Developed features for mobile app development platform using Swift & Objective-C.
- Performed modernisation & refactoring work on large iOS codebase, resulting in noticeable build time and stability improvements.

- Developed a prototype macOS application using Swift and Objective-C as a developer in a small Scrum team.
- Transferred existing code base to version control and set up build automation.
- Integrated version control and build automation into team's development workflow.
- Built foundation of a system for parallel Rust and C runtime library implementations using conditional compilation.

## Projects

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### Quizzical

[nerosnm/quiz](#) · [nerosnm/zical](#)

RUST, WEBASSEMBLY, WEB

Apr. 2020–Present

- Writing a web app for running pub quizzes online, with features to support picture, audio and map rounds, among others.
- Employed WebAssembly to write both the frontend and backend in Rust.

### Punch Clock

[nerosnm/punch-clock](#)

RUST; MACOS, LINUX, WINDOWS

Dec. 2019–Present

- Wrote a command-line time-tracking utility to fill a need for a way of tracking hours worked or spent on projects.
- Designed interface to be as streamlined as possible, to facilitate integration into existing command-line workflows.
- Developing features including tracking for multiple projects and automatic gathering of information at time of punch-in or punch-out.

### Symonds Timetable

[nerosnm/SymondsTimetable](#)

SWIFT; IOS

Nov. 2016–Apr. 2017

- Developed an iOS app to allow students at Peter Symonds College to more easily view their timetables and coordinate with their friends' free periods.
- Interfaced with existing REST API to fetch students' timetable data.
- Implemented OAuth 2.0 authentication to integrate with college's user authentication service.
- Stored anonymised free period information using Apple's CloudKit database service.

### Vindematrix

SWIFT; MACOS

Sep. 2016–Apr. 2017

- Developed a prototype neural network design app.
- Demonstrated back-propagation learning by training a network on the relationship between words' spellings and pronunciations.
- Built a user interface using a model-view-controller architecture to display and modify the layout of units in a neural network.

## Extracurricular Activity

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### Bath Computer Science Society

University of Bath, Bath, UK

TREASURER

Apr. 2019–Apr. 2020

- Elected treasurer of Bath Computer Science Society (BCSS), a chapter of the British Computer Society (BCS).
- Organised several hackathons, workshops and talks in conjunction with other societies and outside sponsors.
- Responsibilities include managing accounts, pursuing sponsors and handling funding requests.

### Department of Computer Science

University of Bath, Bath, UK

ACADEMIC REPRESENTATIVE

Sep. 2018–Jun. 2020

- Twice elected an Academic Representative for Computer Science students.
- Conveyed students' questions, concerns and feedback to teaching and departmental staff.
- Helped shape the future direction of the Computer Science course, based on students' feedback and requests.

### International Humanitarian Law course, New Roots Charter School

Ithaca, NY, USA

CREATOR, CO-TEACHER

Jun. 2014–Jun. 2015

- Wrote specification and lesson plans for a high school-level course on international humanitarian law (IHL).
- Taught course to a class of approximately 20 high school students alongside a peer.
- Led a student team for the American Red Cross IHL Action Campaign as a part of the course.

### American Red Cross International Humanitarian Law Action Campaign

Ithaca, NY, USA

TEAM LEADER

Sep. 2013–Jun. 2014

- Trained student team on basic international humanitarian law (IHL) concepts and team organisation/roles.
- Lead team in developing a bilingual (English & Spanish) educational roleplay simulation about child soldiers.
- Presented simulation to several hundred students, teachers and parents.
- Won a national top 5 (winning) place for simulation.
- Attended Red Cross IHL Youth Leadership Summit in Washington D.C. with team.