ANDREAS ERIK ERIKSEN

Software Engineer

Copenhagen, Denmark

Code & Frameworks

Javascript | Typescript | HTML | Python | Solidity | MySQL | ReactJS | React Native | React3Fiber | NextJS | Express | NodeJS | Remix | VueJS | Angular | ThreeJS | GLSL | Batch | RxJs

Design

TailwindCSS | Bootstrap | CSS | ScSS | Material-Ui | Styled-Components | UI/UX | Ionic5 | Figma

Interpersonal Skills

Teamwork | Project Management | Problem solving | Decision making Student & Teacher

Other

Moralis | RestAPI | IPFS | Web3 | Firebase | MongoDB | Git | Github | Vercel | Axios | Lodash | HttpClient | Supabase | WebGL | GraphQL | Microsoft Azure | Google Colab | Ipynb | MSSQL |

Education

2022 September - 2024 January

Zealand, Sjællands Erhvervsakademi

Web Development | Frontend, Backend, Databases, Interface Design, Advanced Mediatechnologies, Web Communication, Social Networks & Science.

2020 September - 2022 June

Zealand, Sjællands Erhvervsakademi

Multimedia Zealand | Web Page, Digital/Multimedia & Information Resources Design. Phone: +45 42 92 71 10 Email: <u>AndreasEriksen99@hotmail.com</u> Portfolio: <u>www.aeeriksen.com</u> Linkedin: <u>@andreas-erik-eriksen</u> Github: <u>@aeeux</u>

Most Recent Experience

2024 July - Present

Fullstack Software Engineer, Flowplan

Situation: Joined Flowplan to address waste and downtime challenges in IoT spaces within the brewery industry.

Task: Tasked with comprehensive development of a new product for the brewery software platform.

Action:

- I did full-stack development including frontend, backend, and database architecture
- Developed and maintained iOS and Android mobile applications
- Implemented database migrations and optimization
- Conducted thorough quality assurance across all platform components
- Spearheaded the creation of the company's newest product from concept to launch

Result: Successfully launched the product to major pubs, bars, and brewing companies nationwide, significantly reducing operational waste and downtime while improving IoT management capabilities.

2022 June - 2024 March

Software Developer, Jumbo Transport

Situation: Jumbo Transport faced inefficient warehouse operations and time-consuming manual logistics processes.

Task: Tasked with developing automation solutions and improving warehouse management capabilities while ensuring compliance with EU regulations.

Action:

- Developed a comprehensive 3D Warehouse
 Management System
- Created batch scripts to automate logistics transport paperwork
- Built infrastructure for time tracking and management that integrated with existing Microsoft Teams apps that follows the EU laws for time tracking
- Collaborated cross-functionally with operational teams

Result:

- Streamlined warehouse processes, significantly enhancing operational efficiency
- Eliminated approximately 4 hours of daily manual paperwork through automation
- Ensured legal compliance with EU workforce regulations
- Enabled data-driven performance management through KPI tracking
- · Saved the company alot of money anually