MIKKEL RYBORG BLOM

Software engineering student · SDU Odense · Looking for a student job / part-time

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PROFILE

Third-semester software engineering student at the University of Southern Denmark, strongest in C# and .NET, with a grade average of 11.75 (on the Danish 12-point scale) over the first two semesters. I take on freelance development work alongside my studies and chair a local coding club, so I am used to being handed a task and seeing it through without much supervision.

I am looking for a part-time job of about 10 to 20 hours a week alongside my studies. Tuesday, Wednesday and Friday afternoons are my most open weekdays, and my weekends are free, so we can agree on the exact hours between us.

TECHNICAL SKILLS

Core: C# and .NET (my main language through my studies and projects), SQL

Also code in: Python, JavaScript, C++ (Arduino and embedded)

Databases: PostgreSQL, MySQL, MS SQL Server

Have built with: Next.js / React, Node.js, Flask, HTML, CSS, Tailwind CSS, WebSockets, Avalonia UI (MVVM), Unity, Docker

Tools & methods: Git, GitHub / GitLab, Scrum, Jira, Trello

EXPERIENCE

Freelance software developer · Wireframe Studios (my own company), Odense *Jun 2025 – present*

- Develop and maintain custom software for clients in Python, JavaScript / Next.js, Flask, WebSockets and MS SQL Server.
- Responsible for the whole process: requirements, architecture, implementation, testing, deployment and support afterwards.
- Work directly with the clients and handle clarification, project management and deadlines myself.

Study start mentor · University of Southern Denmark, Campus Vejle *2026*

Packing worker · Eyewear manufacturer, Aarhus *May 2025 – Aug 2025*

Dairy worker · Döhler Denmark *Mar 2024 – Aug 2024*

Programming teacher · Self-employed *2023 – 2024*

Electronics workshop assistant · Viden Djurs HTX, Grenå *Aug 2022 – Jul 2023*

Shop assistant · ALDI, Grenå *Oct 2020 – Jul 2022*

SELECTED PROJECTS

Arnes Elektronik, e-commerce system · SDU 2nd semester project *2026*

- Desktop e-commerce application in C# / .NET with Avalonia UI, MVVM and PostgreSQL, developed in a monorepo with Scrum.
- Graded 12 (the top grade).

Club management system · Coding Pirates Odense *ongoing*

- Management system for the local club: members, volunteers and season planning.

Darkroom, local image tools · live at darkroom.wireframestudios.dk

- Image editing and tools that run entirely in the browser, so the images never leave the user's own machine.

Other projects of my own

- A presentation program built around better animations and transitions than PowerPoint offers, an autonomous robot on mecanum wheels, and a Jeopardy generator made for fun for social events.

VOLUNTEERING & LEADERSHIP

Chair · Coding Pirates Odense *Apr 2024 – present*

- Overall responsibility for running the local club, coordinating volunteers and its strategic development.
- Run the board meetings and am the contact person for partners.

International Youth Leader Delegate · Red Cross (IFRC, DRC, DRCY, NRCS), Nepal *Sep 2024 – Apr 2025*

- Trained 52 young volunteers from 9 schools and 4 rural communities as peer facilitators. Together they ran 65 Life Skills sessions and 13 Sprint workshops for more than 260 young people.
- Helped select 72 youth projects for seed funding (about 97,500 DKK in total) and handled project administration.
- Adapted the 'Sprint' manual for youth in rural communities and planned the filming of training videos, so the project could keep running after the handover.
- Presented at schools, in the communities and at the district youth convention, and coordinated with school administrations, international offices and partners.

Judge, STEAM Games · H.C. Andersen Festivals, Odense *Aug 2025*

- Assessed and gave feedback on the school teams' entries, including international participants.

Personal homework helper · Danish Red Cross Youth *Apr 2024 – Jun 2026*

- One-to-one academic support and motivation for children and young people.
- Adapted how I explained things to build both their skills and their confidence.

EDUCATION

BSc in Engineering, Software Engineering · University of Southern Denmark, Odense *Sep 2025 – present*

- Grade average 11.75 over the first two semesters: 12 in every course except mathematics, where I got 10.
- Passed courses: introductory and advanced object-oriented programming; data management (relational and NoSQL databases); software engineering and organisation; computer systems (architecture, operating systems, networks, algorithms); mathematics for engineers; and two group semester projects.
- Current semester: web development; operating systems and distributed systems; statistics and data analysis; interaction design; and a semester project on distributed interactive systems.

HTX (technical upper secondary school) · Viden Djurs, Game Design line, Grenå *Aug 2020 – Jul 2023*

- Programming at B level and Communication and IT at A level.

CERTIFICATES & LANGUAGES

Certificates: Driving licence B · Forklift licence B · Extended first aid

Languages: Danish (native) · English (fluent) · Korean (beginner)