

# Felix Falck Jacobsen

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## EXPERIENCE

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### **Hokko I/S** *Co-Founder*

*From Aug. 2024, currently employed*

In August 2024 a fellow student and I started an IT- consultancy business. We've have worked with multiple clients, taking on large scale projects developing entire backend systems in Go and TypeScript.

### **Aarhus University**

*From Aug. 2024, to Aug. 2025*

*Teacher Assistant, Introduction to Mathematics and Optimization (part-time)*

At the Department of Mathematics, I am currently employed to develop AI powered chatbots for many different courses at the department as well as Aarhus BSS. The chatbots use a custom RAG pipeline to answer course related questions accurately.

### **Merkle**

*From Jan. 2023, to Oct. 2024*

*Junior QA Engineer / SDET (full-time, then part-time)*

As a QA Engineer at Merkle my initial workload mainly consisted of a combination of manual testing, exploratory testing as well as maintenance and expansion of an existing test automation pipeline on multiple client projects. However, during my employment I assumed a role coordinating development efforts between the front- and backend teams as well as client communication. Writing a vast amount of user stories and contributing to the overall direction of the project.

### **Copenhagen Atomics**

*From July 2021, to Dec. 2023*

*Systems Test Specialist (Student Assistant, full-time)*

I was employed at Copenhagen Atomics where I met new and exciting challenges every day. My job consisted of both software and hardware development. My primary function was testing and final assembly of complex hardware systems running critical tests. During my employment I gained experience developing in C#, soldering, in-house electronics production, automation, among many other things. Furthermore, the job taught me to work efficiently with large amounts of individual responsibility on critical infrastructure.

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### **Aarhus Børnehøjskole** *Volunteer*

*Since Oct. 2024*

Since October last year I have been volunteering every Tuesday afternoon at Aarhus Børnehøjskole, teaching the course "Børnenes Laboratorie" to kids aged 8-12. It has taught me more than I care to admit, not just about working with kids, but also how to plan ahead and work as a team, with my fellow volunteers.

## EDUCATION

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**Computer Science (Bachelor)**  
Aarhus University – 4th semester

*Since 2023 – ...*

**High School – Mathematics & Chemistry**  
H.C. Ørsted Gymnasiet – Lyngby, graduated with an avg. grade of 12,2 / A.

*From 2018 to 2021*

**Boarding school – Science**  
Nordborg Slots Efterskole, boarding school

*From 2017 to 2018*

**Public school**  
Hummeltofteskolen

*From 2007 to 2017*

## LANGUAGE

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**Danish** Native speaker  
**English** Fluent speaker

## RELEVANT COURSES

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### School related

Introduction to Programming (Java / Scala)  
Programming Languages  
Digital Design & Development  
English

Algorithms & Data Structures  
Computability & Logic  
Mathematics A-level  
The Academy for Talented Youth –  
Diploma

## RELEVANT TECHNICAL SKILLS

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<b>CSS, SCSS</b>	Used in a wide range of personal and school projects.
<b>C#</b>	Used for work, basic experience with the syntax.
<b>Go</b>	Intermediate knowledge
<b>Java / Scala</b>	Used primarily in relation to school projects as work.
<b>JS / TS</b>	Used in a wide range of web and React Native applications.
<b>PHP</b>	Used to develop web backend-systems and in combination with Laravel.
<b>React Native</b>	Used for several cross-platform mobile apps. One of which was published.
<b>SQL</b>	Knowledge gained when working with data-management and PHP.
<b>Swift</b>	Basic knowledge gained whilst attempting to develop my first few projects in Swift.
<b>Python</b>	Intermediate knowledge, used as tool developing algorithms and for data processing.
<b>Git</b>	Use Git almost every day to manage my codebases.
<b>Mac OS</b>	Advanced experience. Avid Mac user since the age of 12.
<b>Windows</b>	Advanced experience. Built numerous custom-PC's.
<b>Linux</b>	Intermediate experience. Know my way around the terminal. Used primarily for Raspberry Pi development as well as servers.

## NOTEABLE ACHIEVEMENTS

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### **Winner – Technology Category**

2018

*Unge Forskere (junior) / Young Scientist (junior)*

Together with my team we participated in Unge Forskere, the largest youth science competition in Denmark. We managed to place 1<sup>st</sup> in the category of Technology with our project: Idly. The price sum was 15.000 DKK.