```
cv = new CurriculumVitae();
cv.Name = "Dan Jensen";
cv.Phone = "+44 7402 160 469";
cv.Email = "admin@leinir.dk";
cv.Website = "http://leinir.dk/";
cv.Twitter = "@leinir";
cv.Date = Date( 01, Month::September, 2014 );
```

Game and Engine Programmer specialising in Tools and the Qt framework, with modern web experience

Education · Spare time · Open Source Involvement · Work

1986
- Begins attending public school
- Begin attending the Danish KFUM Scouts

1988
- Gets first computer (Commodore C64), and plays with BASIC for the first time

1991
- Family acquires PC (386 with Windows 3.1)

1992
- Attends music school for one year

1993
- Moves to Fjerritslev School to attend 8th grade

1995
- Goes to England on study trip
- Begins playing with Visual Basic 3, acquired on the study trip
- Acquires own computer (Pentium 133, with Windows 95), switches to Visual Basic 4

1996
- Switches to Visual Basic 5 and completes RandomiZer! 3, the first public version of the wallpaper randomizer begun with VB3 two years prior.

1997
- Finishes public school through 10th Grade extended exam, begins attending Fjerritslev Gymnasium
- Begins writing what will eventually become sightRipple, a html code editing program with custom snippet support (the first ideas used in Travelsized later are born here, Open Source ideals are beginning to form)
- First exposure to Linux (RedHat 4.2)

1998
- Large Danish assignment about ElfQuest (handed in as a website)
- Goes to France on study trip
- Buys the personal domain leinir.dk which becomes the center of online precense from then on

1999
- Large Written Assignment in English about Old Possum's Book of Practical Cats (handed in as a website)

2000
- Attends Midtfjord Produktionsskole, where two websites are created (for the school and for the attached youth hostel). This included teaching the school's employees how to update the websites
- Reattends 3.G and writes new Large Written Assignment in English about H.G.Wells' The War of the Worlds

2001
- Finishes Gymnasium education with grade 6.6 average
- Moves to London, England
- Moves to Southampton, England, to move in with partner

2002
- Temporary position in callcenter, discussing IBM partnerships and ERP software with Danish IT companies
- Switching to Mandrake Linux 7.2, which is now the main operating system in daily use

2003
- Security guard in various positions at varying hours (between 12 and 108 hours per week)
- Moves back to Denmark, begins attending Nordjyllands Erhversakademy's Multimedia Designer course
- The PHP based, databaseless content management system Uberghey CMS emerges from an assignment

2005
- Completes specialisation dissertation: "Online Ticket Handling System for small to medium cinemas"
  Implemented as a module in Travelsized (at this time called Uberghey CMS)
- Begins attending the BSc in Informatics course at Aalborg University

2006
- Involvement with the KDE project begins through first bug report to the music player Amarok. Joins project as active member, helping with usability issues
- Uberghey CMS changes name to the more easily marketable and feature accurate Travelsized CMS (leinir.dk/travelsized/)

2007
- Attends the European KDE developers' meeting Akademy 2007 in Glasgow, Scotland
- Creates the Convention module for Travelsized, used to manage the Confuzzled convention
- Creates the ASP.NET/C# based Improve Web web frontend for the ERP software MaQis Improve by Aalborg company MaQis, as a result of working with MaQis on the 4th semester Informatics project

2008
- Attends the Free Open Source Developers' European Meeting (FOSDEM) 2008 in Brussels, Belgium
- Completes the BSc in Informatics
- Attends Confuzzled as payment for writing the now open sourced convention management module
- Attends the European KDE developers' meeting Akademy 2008 in Mechelen, Belgium
- Begins attending the MSc in Game Programming course at Aalborg University and helps create ORZAM (leinir.dk/orzam/)

2009
- Attends the first DADIU production as game programmer, helping to create Puzzletive: Garden (www.puzzletive.com)
- Attends the Amarok Developer Sprint in Berlin, performing usability studies on the software itself
- Attends the Gran Canaria Desktop Summit, initiates work with Nokia's Qt Software division for MSc thesis
- Starts work on the project SMARTS (leinir.dk/gluon-bt/), a system for game AI based on Qt to be used with the Gluon game engine and game distribution system (gluon.tuxfamily.org) for the Master's Thesis programme in Machine Intelligence.
- Organizes and attends the first Gluon developer sprint in Munich in connection with the Nokia Qt Developer Days 2009 conference. Attends and passes the first Qt Developer certification exam.

Nokia Certified Qt Developer

2010
- Begins work on Master's Thesis, with the goal of refining the SMARTS game AI system, further work on Gluon, and the creation of a game titled The Quantum Sea (leinir.dk/quantum-sea/) to be used as a launch title for Gluon.
- Is accepted as speaker at Akademy 2010, a talk which includes the publishing of a paper. Talk and paper titled "Social Games", and the topic is game creation and distribution in an open ecosystem, through Gluon.

Nokia Certified Qt Specialist

- Master's thesis completed, with all data and content available under the Creative Commons and the GPL: leinir.dk/perceived-challenge/
- Begins working for h i v e 01 GmbH, on the Nokia sponsored Project Bretzn, the goal of which is to create single-click deployment of applications directly from the Qt Creator IDE to the MeeGo Garage distribution channel through various means.

2011
- The six month Project Bretzn deployment is completed and culminates in a talk at FOSDEM 2011, cohosted by Frank Karlitschek, owner of h i v e 01 GmbH.
- Upon hearing of the project completion, KO GmbH CTO Boudewijn Rempt offers employment with his company, to work with a variety of Qt based technologies, with primary focus on the Calligra office suite. The position is accepted and commences immediately.
- After working on a project for a large undisclosed semiconductor company, the focus was moved onto a different project, assisting with the integration of Calligra's word processing component into SKF's Orpheus virtual testing suite, using RDF for test integration.

2012
- A three month project for Nokia was undertaken, to investigate the possibilities of deep data introspection in assisting with the day to day operation of a mobile device.
- Took part in an ongoing project using a variety of web based technologies (PhoneGap, jQuery Mobile, all JavaScript/ECMAScript based), to create an e-learning application in cooperation with a Swedish company assisting with job searches and related activities.
- Attends Akademy 2012 in Tallin, Estonia, hosts a well visited workshop on the topic of developing games with Gluon, and distributing them through the GamingFreedom.org network.
- Was a core part of the team which developed the touch optimised painting application Krita Sketch, adapting the desktop painting component of Calligra to touch frindliness using the Qt framework, including the Qt Quick declarative UI technology.
- Releases the first chapter of a novel with the working title In Which We Explore Our Future for free download.
- Releases the game "p l a n e t s" and the tea timer app A Nice Cuppa on BlackBerry's AppWorld for BB10

2013
- Attends Mobile World Congress in Barcelona, sharing a booth with Intel, with the goal of showing Krita Sketch to the world.
- Was a core part of the team which developed the Documents app for the Jolla smartphone. This was developed using a combination of the Calligra technologies, Poppler, and Qt 5 (with Qt Quick 2), and was later released under a Free Software license.
- Releases the second chapter of a novel with the working title In Which We Explore Our Future for free download. Both available from http://leinir.deviantart.com/art/In-Which-We-Explore-Our-Future-Chapters-1-and-2-375093107
- Was a core part of the team which developed the Krita Gemini digital painting application, which is a combination of Krita's desktop and touch interfaces, which can switch the user interface on the go, and designed to work with Intel's 2-in-1 ultrabooks.

2014
- Was a core part of the team which ran an enormously successful Steam Greenlight campaign to publish Krita Gemini on the Steam distribution platform's general software section. Duties included marketing and video production for the initial work, and software development after the campaign was successful. The campaign duration was a mere 12 days, much less than many projects.
- Speadheads the implementation of a 2-in-1 office application for Intel. This is an on-going project, but current versions are available through heap.kogmbh.net/leinir/ and will be made available through a variety of locations, including calligra.org
- Attends the Randa Meetings 2014 as part of the Gluon team. Develops a node-based graph logic editor for use in visual programming for the Gluon engine's components, and works toward getting Gluon pushed forward to release.
- Completes the first draft of In Which We Explore Our Future, Book One, submitted to editors.
- Attends the Qt Developer Days 2014 in Berlin as part of the KDE delegation.

Education

- "Almen Studentereksamen" at Fjerritslev Gymnasium, 6.6 grade average (upper secondary school examination, grade D equivalent)
- "Multimedia Designer" at NOEA, medium length further education course teaching skills in ASP.NET, C#, Photoshop, Flash, video editing and various other web related technologies. Graduated with distinction.
- "Bachelor of Science (BSc) in Informatics" Final project graded as grade 10 (grade B equivalent)
- "Nokia Certified Qt Developer", "Nokia Certified Qt Specialist" (parts 1 and 2)
- "Master of Science in Information Technology with Specialisation in Game and Engine Programming", graduated on the 11th of July, 2010

Open Source Involvement

- Official usability guy with the Amarok development squad
- Participates in multiple open source events in Europe on a regular basis (FOSDEM, Akademy and others)
- One of the main coders and visionaries behind the Gluon game creation and distribution system

Work Experience

- Call Center Operator, hot calling for IBM and an ERP solution provider (2 months contract)
- Security guard, Eagle Security Management Solutions (now defunct, one full year)
- Freelance ASP.NET/C# programmer for MaQis A/S in Aalborg (regular cooperation to end summer 2010)
- Software Developer with h i v e 01 gmbh, developing the openDesktop.org Buildservice framework under Project Bretzn
- Software Developer with KO GmbH, working on primarily Qt, Calligra, Open Document Format and digital painting software