

## Personal Profile

Good communication skills and team player. Accustomed to work in both multidisciplinary teams and independently with a wide range of people from all levels of companies as an employee, a freelancer or a consultant.

Able to quickly identify the very core of a problem and translate that into concept models, while keeping multiple projects on track.

## Capabilities

### Professional Skills:

- Mechanical Engineering
- Technical Light design
- Optical design for LEDs
- Structural mechanics (FEA)
- 3D modeling and mechanical part design
- High level knowledge of math, physics and mechanical engineering
- Analytical and outside the box thinking style
- Problem solver
- Concept development
- Programming in C++, C# and Python
- Speaks/writes English and Danish. Speaks German
- Understands Swedish and Norwegian.
- Speaks and understand some French and Spanish

### Professional Interests:

- 3D software
- Physical simulations
- Raytracing
- Data processing and visualization
- Mathematical models
- Fluid simulations
- Physical simulations
- Game mechanics
- 3D Programming and simulation
- International teamwork
- Innovating and inventing
- Simplifying and improving
- Working with the best
- Learning about new topics...

### Personal skills:

- Team player
- Works independently
- Realistic optimist
- Innovative and creative
- Proactive
- Fast worker and learner
- Able to educate other people
- Solution oriented
- Analytical
- Performs when given a challenge
- Great sense of humor and personality ;-)
- IQ: <146> :-)
- Measured to 152 during a job interview process

## Toolbox

### Application:

- ProEngineer (WF5, CREO 1-4)
- TracePro
- LightTools
- ProE Mechanical
- Catia
- Inventor
- SolidWorks
- RealFlow
- Houdini
- Maya and 3dsMax
- c++ and c#
- Unity 3d

### Skill Level:

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## Work Experience (page1/2):

### **IoSim – Innovia**

2015 -&gt;

CEO and Lead developer

Crowd development, Innovating and inventing, brainstorming, concept development, internal and external projects.

### **IoSim – Opticio**

2013 -&gt;

CEO and Lead developer

Optical development and simulations with TracePro and LightTools, including the development of light guides, reflectors, LED lenses, backlight patterns and more.

#### **Examples of clients:**

- GN Netcom, LEGO, Okholm Lighting, GN Otometrics, Asetek, Harman, NZXT, ...

Mechanical Engineering and design. With responsibility for 3D modelling and part design.

#### **Examples of clients:**

- Insign R&D, Formkon A/S, MJK(Xylem), Rokoko, ...

### **IoSim - Codia**

2006 -&gt;

CEO and Lead developer

3D programming in C++. R&D within the field of fluid and particle motion. Primarily in RealFlow and Houdini.

Developed a series of commercial plugins for RealFlow.

Fluid simulations in RealFlow.

2015 ->: Teaming up with Octavio.tv in Melbourne, Australia

2016 ->: Game development in Unity. Responsible for coding scripts in C#

2011 - 2013 Part of Autodesk Developer Network.

### **Patent Nord**

2013 – 2014

Senior Patent Consultant

Writing patent applications for a series of Danish companies. Responsible for gathering information and communicating with clients.

## **Work Experience (page2/2):**

### **Insign R&D**

**2001 - 2013**

Senior Mechanical Engineer

Expert user of ProEngineer. Product development and FEA of primarily plastic parts for various companies in Denmark;

2004 - 2013: Optical development and simulations with TracePro, including the development of signal lamps, light guides, backlight for Mobile Phones, PIR lenses, LED lenses and more.

#### **Examples of clients:**

- Mechanical:
  - Medico products: Medicom Nordic, Novo Nordisk, ...
  - Electronical products: B&O, GN Netcom, Motorola, RTX, ...
  - Other products: Ikadan, Skov, Martin Munkebo, Nilfisk Alto, ...
- Optical:
  - RTX, GN Netcom, Medicologic, Alfa Laval, Lego, B&O, Medicom Nordic, Schneider Electric, SafeExit, Reelight ...

### **LightTec Sarl**

**2003 - 2003**

Optical designer and supporter

Worked at the office in Hyeres. Optical development and simulations with TracePro, including the development of signal lamps, light guides, backlight for Mobile Phones, PIR lenses.

Customer support and training throughout Europe

#### **Examples of clients:**

- Optical:
  - Nokia, Legrand, ...

### **Next Limit Technologies**

**2007 - 2013**

RealFlow certified Developer expert

External consultant

Advanced particle simulation and R&D. Development of C++ plugins and python scripts for RealFlow. Development of experimental C++ plugins for Maxwell Render using an internal SDK.

### **OpenEntry**

**1999 - 2003**

CEO and Lead developer

Optical development and simulations with TracePro, including the development of various illuminated indicators, backlight for Mobile Phones, LED lenses and more.

3D modelling in Solidworks. Collaboration with and part time employed at Light Tec in France

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## **BANG & OLUFSEN**

**1995 - 2000**

Mechanical designer

3D part design and mechanical simulations and optical design in TracePro.

Expert user of ProEngineer and ProE Mechanica and mechanical supporter for project teams.

## **Education:**

**Technical University of Denmark**

**1990 - 1995**

M.Sc. In Engineering Mech., Physics.