



WILLIAM STEFFENS

Software Developer

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WHO'S WILL?

Having recently completed my BSc in Software Technology at DTU, I'm now eager to take the next step in my career. I'm looking for a role that offers both professional growth and intellectual challenge — somewhere I can collaborate with talented colleagues, keep learning, and contribute to building meaningful products.

Outside of work, I'm often bouldering, brewing mead or beer, or diving — a hobby I picked up on a recent trip to Hurghada, Egypt, where I earned my PADI Advanced Open Water certification.

EXPERIENCE

Continia Software A/S

May 2022 - May 2023

Student Developer focusing on development, debugging, and Issue Resolution of Continia's Document Capture solution: A Business Central extension for automating Accounts Payable.

Technical University of Denmark

Jan 2021 - May 2022

Student Assistant at the Office of Communication and Media. Responsible for updating newsletters on the DTU website.

RetailTechLab, Science City Lyngby

Sep 2020 - Dec 2020

Intern with responsibility of finding and contacting retail-tech related startups for showcasing potential future technologies to be incorporated into the retail industry.

TECHNICAL SKILLS

Software Eng. Practices

Version Control (Git),
Unit Testing,
Test-Driven Dev. (TDD),
Agile,
Object-Oriented Prog. (OOP)

Programming Langs.

Python,
Java,
C/C++,
JavaScript/TypeScript,
SQL

ML/Deep Learning

NumPy,
scikit-learn,
Pytorch

UI/UX

Figma
prototyping,
UX testing,
User Story
Mapping

RELEVANT COURSEWORK

Software Engineering 1 (12), Database systems (12), Network security (12), Algorithms and Data Structures 1 (10), Computer systems (12), Operating Systems (12), UX design prototyping (12), Discrete Mathematics (10), Concurrent programming (12).

EDUCATION

BSc in Software Technology

Technical University of Denmark (DTU), 2025

Almen studentereksamen (STX)

Gammel Hellerup Gymnasium, 2018