

Vilhelm Bergsøe

Portfolio: bergsoe.net

Github: github.com/vilhelmbergsoe

Email: vilhelm@bergsoe.net

Jack of All Trades (Master of some, I promise).

EXPERIENCE

- **Factbird** In-Office-Remote
Student Assistant - Cloud Development (Part-time) 2025 - Present
Full Stack Engineer (Full-time) 2024 - 2025

Did a lot of work on gateway performance and auth optimizations, reducing CPU overhead and improving caching infrastructure. Ported GraphQL resolvers from TypeScript to Rust.

Refactored consolidated data pipeline for OEE calculations, optimizing query performance and reducing event loop blocking. Lots of work done on the Nix build system to improve overall developer experience and build times including work on our Nix-based CI/CD infrastructure.

- **DevOps:** DevEx improvements, Nix orchestration, AWS.
- **Backend:** Rust development, optimized application performance.

- **TestaViva** In-Office
Developer-support (Part-time) 2019 Nov - 2020 Feb

- **Professional Experience:** Gained hands-on experience in a professional development environment.
- **Technologies Used:** Worked with ReactJS for front-end development, Git for version control, and Docker for containerization.

EDUCATION

- **University of Copenhagen** Copenhagen, Denmark
B.Sc. in Mathematics 2024 - Present
- **Niels Brock Innovationsgymnasiet** Copenhagen, Denmark
Project management track 2021 - 2024

PROJECTS

- **Ascii Cam:** ASCII webcam for the console, implemented in Rust.
- **Snake:** Command-line version of the classic Snake game, written in C.
- **Mazegen:** Maze generator using recursive backtracking, developed in Zig.
- **Personal Blog:** Website with integrated blog functionality, built with Rust.
- **Teenyfold:** (WIP) Protein folding and structure prediction model.
- **BrainyBishop:** (WIP) Chess engine written in Rust.