Carl Johan Gützkow

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Learning new things is what drives me. I am always looking for new challenges that might improve my skills or to learn something entirely new. I love to work with and manage teams were everyone is open to new ideas and discussions.

Education

B.Eng. Computer Science   August 2021 – June 2024
NTNU, Norway
Bachelor in computer science focused on software development and team work methodologies
GPA: 4.76 / 5.

Upper Secondary   August 2019 – June 2020
Windsor, Vancouver, Canada
A year abroad with the subjects robotics, financial accounting, physics, pre-calculus and geometry.
Grades: A: 6, B: 1

Upper Secondary   August 2018 – June 2021
Nydalen VGS, Oslo, Norway
Specialized in mathematics, physics, and programming
GPA: 5.64 / 6.

Work experience

Ei Solutions AS   Trondheim, Norway
Full-stack developer   *Summer 2021 - Present*
The company Ei Solutions was started by two other students and me. I have for the most part worked with back-end development, but I have more recently worked closer to full-stack. My focus area within back-end has been spatial data and how it can be used to calculate the probability of several different hazards for a property plot.

Periodic Evaluation for BIDATA NTNU   Trondheim, Norway

Student Representative   *Fall 2023 - Present*

An evaluation of the study program is done every fifth year. I was asked to be the student representative for Trondheim. My responsibility is to find points of improvements in the program and make the necessary changes. If there are combinations of courses that did not work or subjects that were taught too late, I would bring it to discussion with study coordinators.

Voluntary experience

Hackerspace NTNU   Trondheim, Norway

Deputy Commander and Commander   *Spring 2023 - Spring 2024*

Part of Hackerspace's leadership, I do administrative work to strengthen Hackerspace NTNU's position as a student organization and make our workshop a desirable place for students.

From December 2023 to March 2024 I temporarily took over as Leader for the organization.

Hackerspace NTNU   Trondheim, Norway

DevOps Team Leader and Web Developer   *Fall 2021 - Spring 2024*

After a semester of working with the website, I was elected to DevOps leader. As a leader, I got responsibility to preserve a good work ethic and environment. Additionally, I had control over our on-prem servers and got help to create a more robust and better structured server infrastructure

Tihlde Index   Trondheim, Norway

Back-end Developer   *Spring 2023 - Spring 2024*

I worked in a software development team for the study's student organization. There, I worked back-end with highly skilled students. Furthermore, I took part in creating a computer science capture the flag event.

Projects

Unchained template renderer and router   Spring 2024

Github: *CJGutz/unchained*

In-depth analysis of measuring DCGAN and LSGAN   Fall 2023

Thomas Beranek, Eirik Elvestad and Carl Johan Gützkow

Github: *CJGutz/DCGAN-IDATT2502*

IM-WANTEDD   Spring 2023

Carl Johan Gützkow and Thomas Svendal

Github: *thomsen85/IM-WANTEDD*

Teaching experience

Introduction to Raspberry Pi and the Unix environment   Fall 2023

NTNU, Trondheim

Held a lecture to introduce 20 students to set up, configure, and use a Raspberry Pi. The course also went into great detail of traversing and using a Unix shell.

Gave 4th graders an introduction to Scratch Spring 2017
Osloskolen, Oslo
Prepared presentations and taught programming concepts to four classes of elementary school children.

Reference groups

A reference group creates an open dialog between a professor and the students. Its objective is to provide feedback to the professor and find ways to improve a subject. A report is written at the end of the semester.
I have participated in a reference group in the following courses at NTNU:

IDATT2106 Software Development 2 with agile project Spring 2023
IDATT2105 Network Programming Spring 2023
IDATT2502 Machine Learning Fall 2023

Skills

Programming
Proficient in: Python, Java, Docker, Typescript, PostGIS.
Familiar with: Rust, C++, Kotlin.

Languages
Norwegian (fluent), English (advanced, **TOEFL: 115**), German (elementary)

References

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