

EDUCATION

IT University of Copenhagen
MSc in Games, Design Track.

Copenhagen
2023–Current

UC Syd
PBA in Sound Design

Haderslev
2015–2019

- Education in sound design, with a focus on 3D audio and Multi-media Production.
- Bachelor's Project: "Noise and Warmth in the Production of Electronic Music"

Byhøjskolen Frontsession
Stay at *højskole*, Music Production.

Aarhus
2015

- Education in digital audio production using Ableton Live 10, live recording, and live performance.

Potemkin Film
Stay at *højskole*, Film Production.

Aarhus
2014

- Education in film production, with a focus on Foley recording and on-set audio recording.

WORK EXPERIENCE

Café Analog
Volunteer Barista

Copenhagen
2023–Current

- Contributing to the creation of a positive atmosphere in the life of students at ITU by serving hundreds of espresso-based drinks, with a smile :)

Floppy Club
Social Media Manager

Copenhagen
2022–2023

- Communication, market research and production of video-, text, and image content for the social media feed of *Rytmos* (2023).
- Research and copywriting for the *Rytmos* music wiki.

Cybernauterne
Podcast Producer

Copenhagen
2022

- Production and concept development of the feminist, tech-focused podcast *Cybernormer* (Cyber Norms).

Høje-Taastrup Kommune
Educator

Copenhagen
2022

- Teaching sixth-graders digital audio- and music production.

Byhøjskolen Frontsession
Teaching Assistant

Copenhagen
2018

- Assisting the teacher of the *Music Production* programme.
- Participating in the day to day operation of Byhøjskolen Frontsession.
- Teaching the course *Process and Aesthetics*, with a focus on developing an artistic practice, sense of audio aesthetics, and creative mixing and mastering of electronic music.
- Giving private lessons in Ableton Live 10, tailored to the individual student's wants and needs.