

Mats Jun Larsen

mats@jun.codes · <https://jun.codes>

[linkedin.com/in/mats-jun-larsen/](https://www.linkedin.com/in/mats-jun-larsen/) · github.com/junlarsen



EDUCATION

- **Norwegian University of Science and Technology** Trondheim, Norway
MSc. in Informatics, specialization in Artificial Intelligence Aug. 2024 – July 2026
- **Norwegian University of Science and Technology** Trondheim, Norway
BSc. in Informatics Aug. 2021 – July 2024

WORK EXPERIENCE

- **KodeWorks Trondheim AS** Trondheim, Norway
IT Consultant, Part-time Sep. 2023 – Present
 - IT Consultant delivering full-stack solutions for a KodeWorks customer.
 - **Java, Spring, React, Remix, PostGreSQL**
- **Norwegian University of Science and Technology** Trondheim, Norway
Instructor - Teknostart Aug. 2023
 - Four-day course instructor during Teknostart, an introductory programme for NTNU's Informatics and Computer Science students, autumn 2023.
- **Capra Consulting AS** Oslo, Norway
IT Consultant, Summer Internship June 2023 – Aug. 2023
 - Full-stack software developer in consultancy team sold out to XperiTech. Agile Scrum team with focus on rapid iteration and short time-to-market.
 - **TypeScript, React, Angular, MongoDB, Jira, DDD**
- **Consigli AS** Oslo, Norway
Software Developer, Part-time, Remote Nov. 2021 – June 2023
 - Remote Software Developer focusing on web technologies and Cloud. Agile team in a startup with rapid iteration. Web developer with React and TypeScript, and DevOps/Cloud developer on Microsoft Azure.
 - **TypeScript, React, Azure, Jira, PostGreSQL, Django**
- **Nelfo** Oslo, Norway
Front-end Developer, Part-time July 2019 – July 2021

- Tech Lead and web-application developer for Nelfo, building a content website for promoting electrical engineering to Norwegian secondary-school students. Managed development and deployment/DevOps.
- **TypeScript, React, Next.js, Vercel**

VOLUNTEERING & OPEN-SOURCE CONTRIBUTIONS

- **Student organization, Online** *Aug. 2021 – Present*
 - Committee Head for the System development and administration committee during March 2023 – March 2024. Administrator and lead for eighteen committee members.
 - Financial Manager for the System development and administration committee during March 2022 – March 2023. Responsible for budgets, accounts, and invoicing for the committee.
 - Member of the System and development and administration committee. Cloud Architect on Amazon Web Services with Cloud-Native tools such as Docker and Terraform. Full-stack & DevOps developer for Online's website and systems. Development using full-stack TypeScript with Next.js.
 - Voluntary student "fadder"/helpmate for new informatics students during the immatriculation of 2022.
 - **TypeScript, React, Next.js, Amazon Web Services, Terraform, Vercel, PostgreSQL, Linear, DDD**
- **Compiler Explorer (godbolt.org)** *June 2021 – Present*
 - Maintainer for Compiler Explorer, a free website for compiler tools and technologies. Core contributor to Rust tooling and JVM/Kotlin Support. Lead initiative for TypeScript migration.
 - **TypeScript, Python, Amazon Web Services, Terraform**
- **LLVM Compiler Infrastructure (llvm.org)** *March 2021 – Nov. 2021*
 - Contributor to the LLVM Project, a tool suite for Compiler Technologies. Wrote code on the LLVM-C API, including LLVM IR, the optimization pass manager, and the OnRequest-JIT Compiler components.
 - **C++, C, CMake, LLVM**
- **Bytedeco JavaCxx** *Aug. 2020 – Oct. 2021*
 - Contributor to the JavaCxx Project, a library and toolsuite for polyglot programming across C/C++ and JVM languages. Maintainer of LLVM bindings, and head developer for the libgccjit bindings.
 - **Java, C++, Gradle**

OTHER PROJECTS

- **Webby:** My personal website, written in TypeScript, React, and Next.js. Cloud deployments on Amazon Web Services using Terraform.
- **League Connect:** The leading open-source Node.js module for communicating with the League of Legends Client APIs over HTTP and WebSocket.

- **League Voice:** Desktop application and Google Assistant action for controlling the League of Legends client through voice commands. Built as a part of the Riot Games API Challenge of 2020.

SKILLS

- **Languages:** Norwegian (native), English (professional ability)
- **Other:** Amazon Web Services, Docker, Linux, Terraform, Git, PostgreSQL, Figma

OTHER

- **KubenKoder:** Member and voluntary arranger of Norway's Kuben Videregående Skole's programming club during 2018 – 2020.
- **Riot Games API Challenge:** Participant in Riot Games' League of Legends API Challenges of 2019 & 2020