

JOHAN BICHEL LINDEGAARD

<http://johan.cc>
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Alive since 1991

ADDRESS

Ryesgade 119B 1.
DK-2100 Copenhagen
Denmark

WEB

HTML, CSS, SASS, CoffeeScript,
Python, Django, Semantic
Web, Ruby on Rails, Git,
Nginx, Ubuntu server

CRAFT

Woodworking, Metalworking,
Welding, Digital fabrication

PHYSICAL COMPUTING

Arduino, Electronics, Solder-
ing, Processing, Pure data

SOFTWARE

Sketchup, Adobe Creative
Suite, Final Cut

LANGUAGE

Danish: Native
English: Fluent
Spanish: Beginner
German: Beginner

BONUS

Passionate about rock climb-
ing, slacklining, tasty vegetar-
ian food, coffee, cycling and
dancing.

EXPERIENCE

Illutron Collaborative Interactive Art Collective, Artist

2009 - present

Worked on large scale interactive installations for events and festivals. Worked extensively with metal-working and Arduino. Taught and organized workshops. Fundraising and project leadership.

Nota, Front-end Developer

2011 - present

Refactored frontend for LYT, an audio book app for people with reading disabilities. Taught develop-ment with CoffeeScript, Nodejs, SASS, Compass and Git to Nota employees.

Jakob.Johan, Fashion Designer and Founder

2011 - present

Designed leather laptop sleeves and oversaw production in India. Marketed and sold the products in Denmark. Talked at Pecha Kucha CPH on the production process.

Johan.cc, Owner and Geek

2008 - present

Web development for more than 15 clients. Worked with Ciboe on implementing online image data-base for Mærsk. Hosting and system administration.

Labitat, Cofounder

2009 - present

Cofounded the Hackerspace in Copenhagen. Today it has more than 200 members. Featured in an episode of the radio show 'Klubværelset' on young geeks.

1Calendar, Lead Developer and Partner

2011

Implemented partner site and blog. Developed mobile application in Appcelerator Titanium.

AMAIDI, Voluntary Teacher and Documentarist

India 2011

Tought an IT course at Nirvana High School while filming and editing a short documentary.

Socialsquare, Web Developer

2010

Developed Salget.net a community site for the Danish sales and marketing industry.

Geist, Web Developer

2007 - 2008

Developed portfolio site for architectural visualization studio Cenario. Implemented Isle of Tomorrow an immersive virtual environment in Second Life for Novozymes.

Accident Designs, Owner

2006 - 2008

Second Life content development and consulting. Lectured at The Danish Center for Architecture on Architectural Prototyping in Second Life and at Andco on Marketing in Second Life. Finalist in Architectural Competition on sustainable bamboo community housing. Consultant for the exhibition Virtual Moves at The Danish National Museum of Arts. Consultant at CBITS research department for AI. Featured in several Danish newspapers.

EDUCATION

Danish School of Design, BA in Industrial Design

2011 - 2014 (expected)

(The Royal Danish Academy of Fine Arts Schools of Architecture, Design and Conservation)

Østre Borgerdyd Gymnasium

2007 - 2010

Valedictorian Speaker. Received 'Grev Moltkes' grant. Organized weekly extracurricular inspirational talks and workshops. Member of IT-counsel.

+

Summer courses at Ry Højskole: *Ninja* and *Rube Goldberg*

Summer 2009 & 2010

Received travel scholarship for Mozilla Drumbeat festival

Barcelona 2010

11 day silent meditation retreat

Tuscany 2008