

Falk Elvedal Bruskeland

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Education

Norwegian University of Science and Technology
Computer Science, Master's Degree Programme (sivilingeniør)

August 2022 – present
Trondheim, NO

Work

Webkom
Leader & Software Developer

September 2022 – present
Trondheim, NO

- Webkom is the committee that develops web solutions for the student organization Abakus. We operate abakus.no, the admission system, and the voting system for Abakus. Our services run on both our own servers and in the cloud.
- Full-stack developer with expertise in TypeScript, React, Next.js, Django, and Docker.
- Served as leader from January 2024 to February 2025. Led the committee's work and vision, and represented the committee externally. Responsible for weekly work sessions with 25 members, organizing teams and managing projects to ensure deadlines are met.

itDAGENE
Board Member & Software Developer

September 2023 – October 2024
Trondheim, NO

- itDAGENE is Norway's largest career fair for IT students with 80+ participating companies.
- Board member making decisions on behalf of 100+ students.
- Working as a full-stack software developer in a team of three developers. Operating and developing the website itdagene.no using React and Django.

Aboveit
Summer Intern

June 2024 – August 2024
Oslo, NO

- Together with six other developers, developed new features for a service that digitalizes shift schedules for nurses.
- Worked as backend developer using Go, Gin, and Google Spanner technologies.
- Took initiative to develop a unit testing framework that ensures lasting code quality in the project.

Kateter
Summer Intern

June 2023 – August 2023
Oslo, NO

- Kateter (kateter.no) is an online learning platform for university students in Norway.
- Worked in a team of four and developed an interactive visualization tool for mathematics using TypeScript, Next.js, and Three.js.

NTNU
Teaching Assistant

August 2023 – present
Trondheim, NO

- Teaching Assistant in TDT4109 Information Technology, Introduction (Autumn 2023, 2024 & 2025) and TDT4100 Object-Oriented Programming (Spring 2024).
- Provides guidance in Python, Java, and object-oriented programming to IT students.

Projects

Kakoune Qt

github.com/falbru/kakoune-qt

- Developing a graphical user interface for a terminal-based code editor to increase user-friendliness.
- Developed with C++ and the Qt library, using knowledge of operating systems and network concepts such as IPC and JSON-RPC.

Chess Tournament Website

github.com/abakus-ntnu/abasjakk

- As part of a two-developer team, created a full-stack web application that has been used in two chess tournaments.
- Worked as backend developer developing the pairing algorithm and REST endpoints. Technologies used were Go, Gin, and MongoDB.

Skills

Programming Languages: Go, C++, C, C#, Java, Python, TypeScript, JavaScript, HTML/CSS

Technologies: Git, Docker, Qt, Gin, OpenGL, Google Spanner, MongoDB, React, Next.js, Three.js, Node.js, Bun, Express.js, Django, Javafx, Drone, Cypress, GNU/Linux

References

Given upon request