

Ánoq of the Sun CV Overview

Ánoq of the Sun (alias Johnny Bock Andersen), Hardcore Processing *

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Ánoq of the Sun (alias Johnny Bock Andersen) Short Version CV

This document is available online in two file formats:

- <http://www.hardcoreprocessing.com/home/anoq/cv/anoqcvoverview.pdf>
- <http://www.hardcoreprocessing.com/home/anoq/cv/anoqcvoverview.ps>

Computer Scientist

I am a software developer and computer scientist and it is *second-nature* for me, to create *advanced* and *high-performance software*.

Since I was around 8-10 years old, I have been writing software. Since 1994, when I was 19 years old and just finished high-school, I have worked professionally in this field, some periods of my life even as more than "just" a full-time job occupancy. At the time of this writing (2008-02-10), this gives me *22-24 years of experience*, *13.5 years professional*, at an age of 32 and yes, I even have a social life.

I have a bachelor's degree in computer science and mathematics from the University of Copenhagen in Denmark, where I was an exchange student in mathematics in Athens in Greece as part of that. My master's degree in computer science is not yet complete and I am not in a hurry to complete it, since I intend to do my last projects such that they are relevant for my company, Hardcore Processing, which I founded in 1998.

For software development, I prefer and am capable of taking on the roles of *lead programmer* and *software architect*. I am *one of the pioneers* in using the functional programming language *Standard ML* for real-life applications, such as games, graphical user interfaces and interactive 3D rendering. Similar modern functional programming languages, e.g. *Haskell* and *O'Caml*, would also be easy for me to use. I am very skilled and experienced in using old fashioned imperative and object oriented languages, in particular *C*, *C++*, *Objective-C* and *Delphi/Pascal*. I also know more modern versions of such languages, like *C#*, *Python* and *Java*. I usually write *well-structured and portable software*.

I normally do *automated tests* for the software that I write, which is very important. I also have *proven skills of documenting* what I do, from detailed accurate specifications to software design documentation.

A special field of computer science, where I am particularly skilled, is that of *compiler technology* and *semantics for programming languages*, where I have made an implementation and most notably a formal semantic specification (in the 100 pages long rigorous *appendix* of my bachelor's thesis) of my own programming language, *CeXL*. It is a dialect of Standard ML and I still have *at least one more research article to publish* about it.

In another field, *computer graphics science*, I have attended paper sessions at the SIGGRAPH conference for several years, and one year at Eurographics. These places are where the latest research is being presented and published within this field, which puts my *knowledge-level on this at the cutting edge*.

My detailed CV as a computer scientist, including other general information, can be found at:

- <http://www.hardcoreprocessing.com/home/anoq/cv/anoqcvcomputerscientist.pdf> not yet online!
- <http://www.hardcoreprocessing.com/home/anoq/cv/anoqcvcomputerscientist.ps> not yet online!

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Musician

I am a musician *composing* and *producing creative instrumental electronic music*. I am *publishing my own CDs* and have so far released the 5-track CD called *Ánoq Maxi Single 1*, through *my record label Ánoq Music*, founded in 2007. It would be interesting for me to create sound tracks for shows, movies, performances and computer games as well. See www.anoq.net/music.

I have got level A music from high-school and have been composing music from around 1990, when I was 15, and have been playing organ from around 1985. My detailed CV as a musician is to be found here:

- <http://www.anoq.net/music/cv/anoqcvmusician.pdf> (not yet online!)
- <http://www.anoq.net/music/cv/anoqcvmusician.ps> (not yet online!)

Computer Graphics Artist

I have been painting and making computer graphics since around 1987 and have been creating lots of 3D computer graphics later on. Professionally, I have worked as a *full-time 3D graphics artist for one year* in 1997/1998, where I did *TV-spots* shown on Danish television commercials, for e.g. the Danish National Bank. More recently, I have made a few 3D pictures using the (no longer existing) *RenderMan* renderer BMRT and *writing my own shaders* for that. An example of this is the cover for my CD, *Ánoq Maxi Single 1*.

I have used e.g. *Maya* (on SGI), *Alias|Wavefront* (on SGI), *A|W Composer* (on SGI), *BMRT*, *Lightwave 3D*, *3D Studio Max* and *Adobe Photoshop*.

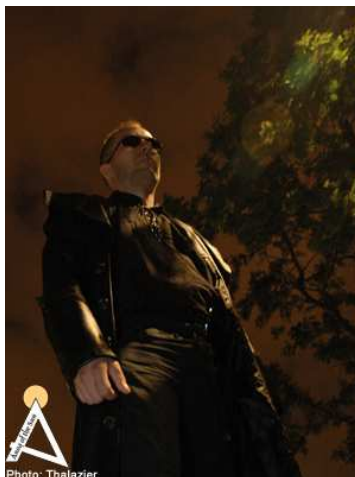
My detailed CV as a computer graphics artist can be found here:

- <http://www.hardcoreprocessing.com/home/anoq/cv/anoqcvgraphicsartist.pdf> (not yet online!)
- <http://www.hardcoreprocessing.com/home/anoq/cv/anoqcvgraphicsartist.ps> (not yet online!)

Some Business Skills

I have gotten into the Danish business startup networks, where I am a member of Dansk Iværksætter Forening and part of their StudieVirk network. I participated in phase one of the VentureCup competition in 2007 and I am doing the sales and promotion work for both my company and my music, so I am starting to get the hang of marketing and business.

Pictures



Cool picture of me :-)
Photographed by a friend



CD cover picture for
Ánoq Maxi Single 1
Rendered with BMRT and
created by my own software



My business card
Rendered with BMRT and
created by my own software