



Marc Clausen

Data Engineer · Copenhagen area, Denmark

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SUMMARY

I'm a mechanical engineer who fell for data. I design the pipelines and platforms that turn scattered sources into one picture people trust, and build the full-stack apps they use on top.

EXPERIENCE



Data Engineer – SoftwareOne

Jan 2026 – Present · Søborg, Denmark

- Design and build data pipelines and platforms on Databricks and PostgreSQL.
- Build the full-stack apps on top of them in React, TypeScript and Python.
- Set up the team's AI development infrastructure, with shared development standards and context management for AI agents (Claude Code, OpenCode, Codex).
- Added AI code reviews to the CI pipelines, so the whole team ships faster.

Tools: Databricks, Python, AI-assisted development (Claude Code, OpenCode, Codex), TypeScript, React, PostgreSQL, Git, Docker, Linux, Cloudflare



Associate Data Engineer – Novo Nordisk A/S

Jul 2025 – Dec 2025 · Hillerød, Denmark

- Migrated the facility's main PostgreSQL database to Databricks to create a unified data platform.
- Lead full-stack developer on two internal applications automating manual metrology processes.
- Ran mob-programming sessions to upskill colleagues in software development.
- Simplified highly complex CAD models to cut computational load in digital-twin simulations.

Tools: Databricks, PostgreSQL, Python, TypeScript, React, Git, AI-assisted development (Claude Code, OpenCode, Codex)



Student Data Engineer – Novo Nordisk A/S

Apr 2024 – Jul 2025 · Hillerød, Denmark

- Built 10+ data pipelines and 4 dashboards in Palantir Foundry.
- Maintained a PostgreSQL database by updating deprecated views.
- Supported compliance processes for digital solutions in a GxP environment.

Tools: Palantir Foundry, PostgreSQL, Python, Git, AI-assisted development (Claude Code, OpenCode, Codex)



Teaching Assistant – Technical University of Denmark (DTU)

Sep 2020 – Dec 2024 · Kongens Lyngby

- Assisted in 100+ group work sessions for maths and physics courses.
- Privately tutored 10+ students, raising grades from fail (00) to 7+ after failed first exams.



IT Assistant – Heptagon ApS

May 2018 – Jan 2022 · Roskilde

- Took a 3-day industrial SCADA course.
- Resolved 60+ technical issues on company phones and computers.
- Consulted on two projects involving mechatronics and IoT integration.

SKILLS

PROFESSIONAL

AI-assisted development (Claude Code, OpenCode, Codex) 2.6 yrs Git 2.6 yrs PostgreSQL 2.6 yrs
Python 2.6 yrs Databricks 1.3 yrs Palantir Foundry 1.3 yrs React 1.3 yrs TypeScript 1.3 yrs
Cloudflare 0.8 yrs Docker 0.8 yrs Linux 0.8 yrs

SELF-TAUGHT

3D printing & parametric CAD (SolidWorks, OpenSCAD) LLMs & generative AI
Computer vision (OpenCV, YOLO, 3D reconstruction)



EDUCATION



M.Sc. Mechanical Engineering – DTU

2022 – 2025 · GPA 10.7 of 12

Specialised in programming, computational fluid dynamics and robotics, and extended by half a year to gain industry experience.

Thesis: A robotics add-on for open-source CAD that computes advanced trajectory planning from ordinary CAD assemblies.



B.Sc. Mechanical Engineering – DTU

2019 – 2022 · GPA 10.1 of 12

Broad engineering foundation (maths, physics, programming, materials, thermodynamics, fluid dynamics).

Thesis: Neural networks to analyse and optimise turbine wakes in large wind farms.



HTX, Maths/Physics – HTX Roskilde

2016 – 2019 · GPA 11.0 of 12



CERTIFICATIONS



Claude Certified Architect – Foundations – Anthropic

Issued Sep 2026 · valid until Sep 2027



PROJECTS

AeroHome – Full-stack + 3D reconstruction · 2026 – ongoing

A web app that turns drone footage of a property into a photorealistic 3D tour that buyers explore in the browser, with no app or headset.

Automatic dart scoring system – Computer vision + ML · 2021

Started with two webcams and OpenCV blob detection, which wasn't accurate enough in 2D.

Home server / homelab – Infra + ops · 2021 – ongoing

Built the machine, set up NAS with RAID, Docker services and VMs, a VPN, and Cloudflare tunnels to a custom domain; now Git-managed Docker Compose.

AI-generated card game – Generative AI pipeline · 2021

Primed an LLM on the game concept and generated characters, monsters, items and spells.

More projects with photos and 3D models at clausen.uk.



LANGUAGES

Danish (native) · English (fluent) · Swedish, Norwegian (understand) · learning German and Russian



INTERESTS

 3D printing

 Board games

 Chess

 Disc golf

 Exercise

 Food

 Music

 Poker & card magic

 Audiobooks

 Video games