CV

Julius Håland Bendt

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I'm a fullstack developer & tech lead working primarily with **Vue**, **Laravel**, and **.NET**, comfortable across the full stack from modern frontends to backend APIs, databases, and **Azure** infrastructure. I like building well-structured systems, working on architecture, and helping teams write code they're actually proud of. I've worked across different types of roles - consulting, co-founding, leading teams - and I find the people side of technical leadership just as interesting as the technical work. I care about code quality and can communicate technical decisions clearly to both developers and non-technical stakeholders.

Selected Competencies

- Backend Development
  .NET, Node.js, Laravel, PHP
- Frontend Development
  Vue, Angular, Tailwind, Flutter
- Cloud & Infrastructure
  Azure, Terraform, IaC
- CI/CD
  Github Actions, Azure DevOps
- Databases
  SQL Server, MySQL, Redis, ES
- Mobile Development
  Flutter, Dart
- Project Management
  Scrum, Git, Azure DevOps, Linear
- Technical Leadership
  Architecture, technical direction, mentoring, code reviews, hiring & budget
- Languages
  C#, TypeScript, PHP, Dart

Education

Sep 2020 – Jan 2023

Academy Profession in Computer Science, UCN

- Learned theory and practice behind software development including how larger systems are built and structured.
- Worked with agile development methods (Scrum, Kanban, Extreme Programming) and plan-driven development (Unified Process).
- Gained experience in GRASP, object-oriented languages (C#, Java), ASP.NET (Razor pages, MVC, REST API).
- Database development and optimization, frontend development (HTML, CSS, Vue).
- AI/Computer Vision with PyTorch, and IT security fundamentals.

Grade: A

Work Experience

Mar 2025 – Present

Human Risks *Technical Lead*

- Reduced cloud infrastructure costs by 10% by designing a server migration strategy (Windows to Linux) with targeted vendor contract and resource optimizations
- Improved engineering velocity and bug-fix rate by introducing structured debugging tooling and development processes across a 5-person engineering team
- Built the engineering function from the ground up, hiring 4 of 5 engineers in a 13-person company
- Reduced technical debt by authoring migration plans and contributing code directly to critical systems
- Ensured code quality and deployment reliability by implementing GitHub Actions pipelines covering tests, linting, and automated merge checks alongside deployment automation
- Managed department technology budget and external vendor relationships, maintaining ISO 27001/9001 compliance across all technical processes

Azure, Angular, .NET, GitHub Actions, multi-tenant solutions, technical leadership

Aug 2023 – Mar 2025

Solita A/S *Software Engineer*

- Reduced hosting costs by ∼28% by migrating legacy IaaS workloads to Azure PaaS, improving application performance and developer experience
- Reduced bug rate and improved UX responsiveness of a critical admin platform by modernizing it from Vue 2 to Vue 3 across 6 functional submodules for a large danish financial organization
- Eliminated critical security vulnerabilities by migrating a legacy Laravel 7 application to Laravel 10 for a department within the danish government
- Improved supply-chain security visibility by building an automated OSS dependency scanning pipeline; clients used structured PDF vulnerability reports, produced in consultation with the team, to prioritize remediation efforts
- Accelerated infrastructure provisioning by implementing Infrastructure as Code with Terraform on Azure
- Shortened deployment cycles by building and maintaining GitHub Actions CI/CD pipelines

C#/.NET, Azure, Vue.js, Angular, TypeScript, Laravel, Terraform, GitHub Actions

Nov 2022 – Aug 2023

Homerunner *Software Developer (Part-time)*

- Improved logistics efficiency by designing and implementing route optimization algorithms within the microservice architecture
- Maintained 3 production microservices and expanded platform capabilities through new feature development in Laravel and Flutter
- Elevated code quality across the team by hosting an internal course on testable and scalable code architecture, including best practices for writing automated tests

Laravel, PHP, Flutter, Dart, microservices

Jun 2022 – Nov 2022

Homerunner *Developer (Full-time internship & summer job)*

- Reduced manual deployment overhead by automating DevOps processes
- Enhanced data retrieval performance by integrating Elasticsearch into the microservice stack

Laravel, PHP, DevOps, Elasticsearch

Aug 2020 – May 2022

Graitor *CTO & Co-founder*

- Scaled the platform to 30,000 registered users and 100+ vendor clients by architecting a secure, scalable infrastructure on Laravel
- Led all technical strategy and managed the engineering team, overseeing architecture, code quality, and delivery

Laravel, PHP, technical leadership, architecture

Apr 2019 – Aug 2020

Graitor *Development Consultant*

- Reduced product risk by delivering rapid prototypes that validated features and design direction before full development investment

Consulting, prototyping

Sep 2018 – Mar 2022

UngAalborg *Teacher*

- Taught programming, game development, and design to ∼40 students aged 13–20, covering C#, Unity, UI/UX, level design, and time management

C#, Unity, teaching

Sep 2018 – Mar 2022

Freelance Developer *Freelance*

- Delivered 6+ end-to-end software projects for SMEs, managing requirements, development, and client handover across game, app, and web domains

Full-stack development, client management

Certifications & Achievements

Jul 2024 – Jul 2027	**Microsoft Certified: Azure AI Engineer Associate** Credential ID: D0AC5CE96626AC5
May 2024 – May 2027	**Github Actions Certification** Issued by GitHub
May 2024 – May 2027	**Microsoft Certified: Azure Developer Associate** Credential ID: 187C3739149F0808
Aug 2023	**Microsoft Certified: Azure Fundamentals** Credential ID: 2FB54A50BC1264DE
Aug 2018	**Danish Champion in Game Development (Bonus Theme)** Won the award for best incorporation of the theme "Youth vs Global Warming" at the Danish Championship in Game Development with the game "Power The Evolution".

About me

In my spare time, I enjoy staying active through **bouldering**, **yoga**, and **sauna sessions**, all of which help me clear my mind and stay balanced both physically and mentally. It's a great way to approach problem-solving from a different angle.

I'm passionate about exploring technology in my daily life through **home automation** projects and managing my **homelab setup**. I'm particularly interested in **NixOS** for its declarative configuration approach, which aligns perfectly with infrastructure-as-code principles. I also enjoy working on small **SaaS products** and hobby development projects, which help me stay current with new technologies and experiment with different ideas.

These side projects and interests keep me engaged with the broader tech ecosystem and allow me to continuously learn and grow as a developer.