

ENHAO TAN 谭恩浩

Full Stack Software Engineer

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tanenhao.com



SUMMARY

- Who I am**
MSc in Computer Science from the University of Copenhagen, specialized in full-stack web development, game development and real-time systems.
- What I have achieved**
Built and deployed production-ready web systems, including an e-commerce platform and an AI-powered job preparation platform, and developed several web applications and games.
- What I am looking for**
Looking for a software engineering role in an innovative and diverse team where I can build reliable applications and continue growing my expertise in full-stack development.

RECENT PROJECTS

- Landr**
landr.tanenhao.com
- An AI-powered job preparation SaaS platform featuring resume analysis, interview simulations, and technical question practice with personalized feedback
 - Built with a modern full-stack architecture: Next.js, Tailwind CSS, and shadcn/ui for front-end design and user experience
 - Integrated Google Gemini via Vercel's AI-SDK, implemented authentication with Clerk, security with Arcjet, and PostgreSQL database management using Drizzle ORM on Neon

More projects and demos at: tanenhao.com

EXPERIENCE

- Master Thesis Project**
Technical University of Denmark
- Feb 2025 – June 2025 Copenhagen, Denmark
- Designed and developed a real-time particle-based sculpting system prototype with GPU-accelerated parallel computing
 - Implemented physics-based simulations to model viscous, elastic, and plastic material deformations in real time
 - Integrated 3D and 2D rendering for smooth, intuitive, and interactive sculpting experiences

- Game Programmer**
DADIU
- Sept 2024 – Dec 2024 Copenhagen, Denmark
- Developed three Unity games in C#, implementing core gameplay mechanics and optimizing rendering performance with efficient algorithms
 - Collaborated in an agile team of 15, adapting quickly to evolving requirements and ensuring smooth development cycles
 - Showcased the final game Beastly Bites at Copenhagen Gaming Week 2025

SKILLS

- Cross-disciplinary collaboration
- Self & fast learning Problem-solving
- C/C++ Java Python C# JS/TS
- React Next.js Node.js Express
- MongoDB PostgreSQL Docker
- Drizzle Clerk Neon Arcjet
- Vercel

EDUCATION

- M.Sc. in Computer Science**
Copenhagen University
- Sept 2023 – June 2025 GPA: 10.8/12.0
- B.Eng. in Intelligence Science and Technology**
Beijing University of Posts and Telecommunications
- Sept 2019 – June 2023 GPA: 3.7/4.0

LANGUAGES

- Chinese ●●●●● German ●●●●●
- English ●●●●● Japanese ●●●●●
- Danish ●●●●● Korean ●●●●●

PUBLICATIONS

- H. Liu and E. Tan, "Tweet sentiment extraction using byte-level pretrained language model," in *Proc. ICMLC 2022*.
- E. Tan and H. Liu, "Performance comparison of seven pretrained models on a text classification task," in *Proc. SPML 2022*.

INTERESTES

- Water Polo Corchet & Knitting
- Nintendo Games Language Learning
- Game Development