Leo Sakharoff

Creative Technologist · MSc Software Design @ ITU

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PROFILE

My journey into programming actually began in the world of jazz. There, I learned to think creatively and navigate the abstract—skills I use today when building interactive installations and working with sound and code.

After doing my bachelor at Sonic College and working a few years as a sound designer for visual media and composing music, I constantly felt the urge to explore the more technical side of things. So I applied for the master's program at ITU—an intensive learning curve in software development that's been a great experience. Now I'm looking for a place where I can combine both worlds: technical curiosity, close collaboration, and building experiences that connect people with space, sound, and technology.

CREATIVE AND TECHNICAL EXPERIENCE

Installation Technician — Vertigo

Jan 2022 – Jul 2022 | *Copenhagen (Internship)*

- Developed interactive artworks using Raspberry Pi, microcontrollers, and TouchDesigner
- Designed and built custom LED fixtures and lighting systems for installations
- Collaborated with artists to translate concepts into technical implementations

Sound Designer & Composer — No Latency Agency

2017 – 2024 | *Copenhagen*

- Created sound design and music for films, visual media, and commercial clients (Adidas)
- Developed expertise in spatial audio, real-time sound processing, and generative systems
- Ran an independent creative business—client relations, project scoping, delivery

Software Developer — Semantic ApS

Feb 2025 – Present | *DTU Science Park*

- Full-stack development in C#/.NET with REST APIs, SQL, and Blazor frontends
- CI/CD pipelines, code review, and structured Git workflows in a startup environment

Freelance Developer

2024 – Present | *Copenhagen*

- Web projects in React/TypeScript (e.g., onto-stories.com)
- Experimentation with new tools and creative coding frameworks

EDUCATION

Koç University — Erasmus+ Exchange

Sep 2025 – Jan 2026 | *Istanbul, Turkey*

Courses: Cryptography, data protection & security, parallel programming, computer vision with deep learning. Practical work with secure protocols, anonymization, OpenMP, and GPU programming (CUDA).

MSc Software Design — IT University of Copenhagen

2024 – 2027 | Amager, Copenhagen

Courses: Introduction to programming, software development, discrete mathematics, database design, algorithms and data structures, web architectures, software architecture, DevOps, research project, thesis. Focus on scalable backend systems, architectural design, algorithms, and DevOps.

BA Sound Design — Sonic College

2019 – 2022 | Kolding

Bachelor's project "Sound of Chess": Interactive system combining sensor design (custom 64-sensor board with voltage dividers, Bela microcontroller), real-time audio processing, and generative algorithms in Pure Data. Focus on interaction design and media production.

SKILLS

Interactive & Creative Tools
TouchDesigner, Pure Data, Max/MSP, Raspberry Pi, Arduino, Bela, sensors, Real-time audio/visual processing

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

Frameworks & Platforms
.NET, React, FastAPI, Blazor

Systems & Performance
Parallel programming (OpenMP), GPU programming (CUDA), Distributed systems, databases

DevOps & Tools
Git, GitHub Actions, Docker, Linux, Atlassian, Jira, Azure Functions, CI/CD pipeline

Languages
Danish (native), English (fluent), German (Intermediate), Russian(beginner), French(beginner), Turkish(beginner)

OTHER EXPERIENCE

Production Manager, The Green Flea Market (2024–2025)
Operations, team coordination, event planning

Project Manager, Ny Lille Klub (2022–2024)
Co-founded non-commercial cultural community; collaboration and community building

Goalkeeper Coach, El Cambio Academy (2020)
Uganda; cross-cultural collaboration and adaptability

Professional Soccer Player, FC Nordsjælland (2011–2015)
Elite performance environment; stress management, team leadership