

CURRICULUM VITAE

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EDUCATION AND DEGREES

1996 – 2001 RSG Magister Alvinus Sneek, Diploma Gymnasium
2001 – 2002 University of Groningen, Computer Science
2003 – 2007 Hanze University of Applied Sciences Groningen, Bachelor of ICT
2007 – 2010 University of Groningen, Master of Science in Computing Science

INTERNSHIPS

2004 – 2005 Software development (Delphi) at Key2 in Groningen

- Design and implementation of a 3D drawing program using OpenGL for decoration of various catalog applications.

2006 Software development (C++) at Numeriek Centrum Groningen

- Design and implementation of a 3D rendering program with database coupling using OpenCascade, as part of a CAD/CAM ship design software suite.

2007 Graduation project: web development (PHP) at SRON Groningen

- Design and implementation of a web application for centralized management of systems documentation, through integration of DocBook XML in an existing wiki system.

2008 Research project at the University of Groningen

- Research into and implementation of a method for visualizing the structure of complex software systems in a clear and effective manner. Implementation in C++ using OpenGL and wxWidgets.

2009 – 2010 Graduation research project at the University of Groningen

- Research into the feasibility of using static analysis tools to automatically perform security audits on web applications during deployment.

WORK EXPERIENCE

- 2007 – 2008** Freelance software development (PHP), SRON Groningen
- Continued development, maintenance and documentation of the DocBook XML wiki system.
- 2010 – Present** Full-time software development (C#), EyeToEye Informatica in Groningen
- Maintenance and development of the software package OctoQ, an administration system for social healthcare and community shelters.
 - Development of a prototype software platform for monitoring wireless vital sign sensors, in cooperation with Isansys Lifecare, KWIC Healthcare and OZG St. Lucas Winschoten.
 - Research into and implementation of various tools for the support of internal work processes.

PUBLICATIONS

- 2012** Numbers, an asynchronous multiplayer board game for Android
Google Play page: <http://goo.gl/K8Kkc>

KNOWLEDGE AND EXPERIENCE

- Extensive knowledge and experience in a wide range of programming languages, including C, C++, C#, Java, Python, PHP, Delphi, Lua, SQL and XSLT.
- Object oriented software design and design patterns.
- Software development for multiple platforms, including Microsoft Windows, GNU/Linux and Google Android.
- 3D computer graphics and related math, algorithms, APIs and libraries.
- Design and development of web applications.
- Design, deployment and management of relational databases and NoSQL databases.
- Deployment and maintenance of automated builds and continuous integration systems.
- Use and maintenance of various version control and project management systems, including Subversion, Mercurial and FogBugz.

HOBBIES AND INTERESTS

- Computers in general (programming, internet, games, retro technology and video editing)
- Movies and film technique
- Music (both listening and playing)
- English literature
- Auto racing