

Jan Vlasman

Software Engineer

Experience

GBoggle

Boggle on the web

- Designed the website
- Created leaderboard with Redis
- Created multiplayer with socket.io
- Created multiple components with Svelte

Traffic simulator

The project consisted of a controller and a simulation. The controller had to work with other teams' simulations.

- Created the controller in Python
- Simulation and controller communicate with a Web-socket connection
- Created a specification with other teams to make sure that every controller would work with every simulation

Ragkar

RC car with a camera that can be controlled from the web

- Designed Ragkar with Fritzing
- Developed the controls of Ragkar
- Developed the control website of Ragkar

Robotics tournament (3rd place)

Tournament where certain challenges could be completed for points. The tournament consisted of 10 teams of 12.

- Worked agile with an interdisciplinary team
- Created a command sender to control the robot
- Created a spectrum analyser so the robot can dance on music without human input
- Designed and created a website to advertise our team and robot

Contact

Ternaard, The Netherlands

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github.com/AnnoyingDog99

Education

2018 - Present

Bachelor HBO-ICT

NHL-Stenden, Leeuwarden

2012 - 2018

HAVO NT + NG

Dockinga college, Dokkum

Languages

HTML, CSS, Javascript, C#,
Typescript, Python, Java, C++,
SQL, HLSL, GLSL.

Frameworks & libs

Svelte, React, Node.js,
Flask, Express.js, Unity,
Three.js, Vulkan, JQuery

Other

Rollup, Webpack, UML,
Adobe Illustrator, Agile,
Scrum, Fritzing,
Visual Studio Code