

# Meyers Tom

tom@odex.be

## education

---

### Artesis Plantijn Hogeschool **AP**

Bachelor Electronics-ICT.

**Duration**—3 years.

**Relevant Coursework**—Electronics, PCB manufacturing, Rest api's, testing, UX design, Angular, Mobile development (android and flutter), Embedded systems, IoT.

### Gesubsidieerd Technisch Institute Mortsel **GTI**

High School.

**Duration**—3 years.

**Relevant Coursework**—Electronics, Mechanics/Physics.

In progress

2016

## technical skills

---

**Languages** Dutch **Native**. English **Fluent**.

**Programming** C. C++. Python. Java. C#.

**Tools** CI/CD, Devops, Scrum, Unit tests.

**Markup**  $\text{\LaTeX}$ . HTML. CSS. Markdown.

**Work Flow** Arch Linux. Tiling window manager. VIM text editor. Shell scripting.

## projects

---

**TOS GNU/linux** My own Linux distribution based on Arch Linux.

**Live Iso**—You can try the live iso here.

**Repository**—TOS Hosts its own packages and kernel here.

**Duration**—6 months and going.

**Automated Paintball gun** Scan for movement and automatically move the gun there to shoot the target.

**Duration**—1 year.

**3D First Person Shooter** Operation Red Dragon is a 3D first person shooter available on Steam

**Steam Page**—For more information about the game visit here.

## work experience

---

**Escape Rooms** Software/Hardware Developing at **Global Logic**. Big Moose Projects. August-September, 2017

**Teaching** Teaching programming at **Global Logic**. Codefever.

September 2017 - now