Vincent Hendriks

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Date of birth: March 22, 2000
Nationality: Dutch

SUMMARY

Focused and passionate Software Engineering student. Well-developed communication skills, the ability to perform in a team and work individually. Dedicated developer with a strong desire to learn and the ability to pick up new technologies at a fast pace.

EDUCATION

Avans Hogeschool of Applied Sciences
2019 - Present
Software Engineering – Bachelor

Avans Hogeschool of Applied Sciences
2018 - 2019
Software Engineering – Propaedeutic diploma

RGO Middelharnis
2012 - 2018
HAVO (Higher General Continued Education)

EXPERIENCE

Retrospective tool

Developed a retrospective/scrum tool that was distributed in-house at a company located in Breda, The Netherlands. Worked in a team comprising of 6 people, focusing on design, communication and front-end development. The project was built using ASP.NET and Angular. A CI/CD pipeline was utilized for rapid development.

Logging application

Developed a logging application which employees could use to register, log and manage their hours. Built in a team of 8 people, distributed in-house at a company located in Breda, The Netherlands. The project was built using React Native, Electron and NodeJS.

Additional applications

Several smaller projects have been completed over the course of two years. Including projects with languages/frameworks such as Java, C#, MSSQL, MySQL, NoSQL, Angular, Android Studio and ASP.NET. A few example of projects are:

- A cinema application where users can choose and rate movies.
- A portfolio app that features google maps integration and features artist's work and profiles.
- A social media service similar to Reddit where users can post thread, posts and comments through an API.

Personal projects

- Space-Engine (2020 – Present)

 Developing an extension on top of Game Maker Studio that allows for rapid development of (space) top-down games using design patterns and solution architecture.

- Node.js back-end (2019)

Developed a Node.js back-end for managing leaderboards. Leaderboard data can be created, saved and synced with client-devices.

- Unnamed Top-Down-Shooter (2018)

Nominated for the best final paper award of the RGO Middelharnis. Extensively researched the video game market and wrote a paper on the process of developing an online shooter game including hosting, server lists, combat, upgrades, publishing, security and more.

SKILLS

- Teamwork
- Written & Oral Communication
- Active Listening
- Perseverance
- Problem solving

Technical IT skills

Frameworks

- Angular
- ASP.NET Core
- Node JS

Programming languages

- Javascript
- Typescript
- C#
- Java
- MongoDB
- SQL

Software

- Autodesk Maya
- Photoshop
- Visual Paradigm

Languages

- English
- Dutch

Interests

- Security
- Finance
- Aerospace
- Painting
- Drawing
- Node.js
- SQL