Matthijs Vos

Throughout my career as a Software & Embedded Engineer, I've had the chance to work on diverse projects that combine both hardware and software solutions. What gets me excited is finding elegant ways to solve complex problems, using whatever tools best fit the job.

Education

2015-2025   **Bachelors Technical Computer Engineering**; Hogeschool Utrecht (Utrecht)
Thesis title: Analyzing Computational Thinking: Interactive Visualisation of Game Of Life

Experience

IoT Specialist - Flexyz / Smartcity IoT: (Feb 2023 - Currently)

- Lead engineer and IoT researcher in a team focussed on implementing smart city solutions for municipalities in the Netherlands.
- Implemented 18 new sensors for Smartcity IoT to use in their repetoire.
- Further developed IoT Connect Sensorplatform.

Lead Developer Activity Browser - Leiden University (Jan 2021 - Dec 2022)

- Took part in the development of the Activity Browser used to calculate lifecycle analyses.

Software Engineer & Tester - Illuminoo BV: (Jan 2020 - Dec 2020)

- Took part in the development and maintanence of an on device AI stack used in training and self-improvement.

Embedded Software Engineer - Gibas Automation: (March 2019 - Sept 2019)

- Worked with Ur-3 robotic arms and developed a communication protocol for external actuators.

Technical Experience

Programming Languages

Python: Applied python in multiple data analyses for Smartcity IoT and writing severed proof of concept designs. During my time at the Leiden University the activity broswer was fully developed in Python. Frameworks worth listing: *Flask, Tensorflow, Scikit, Ansible,Selenion*

Java: The complete IoT-connect softwarestack is programmed in Java, i contributed to multiple upgrades to the program and codebase. Frameworks worth listing : *Spring Boot, Micronaut,Hibernate,Maven*

Flutter: Developed proof of concept apps in Flutter for small personal health company Illuminoo. Frameworks worth listing : *Bloc,Firebase,Riverpod,FSS*

Basic knowledge of **C++**, **Rust**

Other

Passions   Tinkering, Bouldering, Cooking, Board Games