Kasper Zutterman

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github.com/KasperZutterman | kasperzutterman.github.io | www.linkedin.com/in/kasperzutterman

EDUCATION

GHENT UNIVERSITY
Bachelor of Science
Information Engineering Technology
Sep 2017 - Jun 2020 | Ghent, Belgium
Complete Curriculum

VTI DEINZE
Industrial Science
Grad. Jun 2017 | Deinze, Belgium

SKILLS

PROGRAMMING
Proficient with:
Java • Python3 • JavaScript • SQL
C • C++ • C# • Perl • Git
Familiar with:
Android • XML • Assembly
CSS • HTML • VBA • SAP • LaTeX

LINKS

GitHub: // KasperZutterman
LinkedIn:// kasperzutterman
Twitter: // @KasperZutterman
Website: // kasperzutterman.github.io

COURSEWORK

Computer Science
Computer Hardware + Practicum
Digital Electronics + Practicum
Programming in C and C++
Computer Networks 1: Basic Protocols
Computer Networks 2: Network Management
Software Engineering
Operating Systems
Data Technologies
Web Technologies
Development of Mobile Applications
Relational Databases
Data Structures and Algorithms

FUN FACTS

INTERESTS
Entrepreneurship • Science • Technology
HOBBIES
Track and Field • Cycling • Reading

WORK EXPERIENCE

UNILIN | Supply Chain Intern
June 2018 – Aug 2018 | Wielsbeke, Belgium
- Distribution resource planning (DRP) using OMP and SAP.
- User tested the internal OMP system.
- Refined + tested the internal DRP planning documentation + workflow.
- Wrote Excel macros for data processing and data analysis reducing 1.5h to 2min of daily manual labour.
- Created and maintained Master Data using SAP and Excel.

UNILIN | Master Data Intern
June 2017 – Aug 2017 | Wielsbeke, Belgium

- Created and maintained Master Data using SAP and Excel.
- Cross-checked and adjusted master data between production plants.
- User tested the Unilin Vendor Platform.
- Wrote documentation for the Unilin Vendor Platform.

TECHNICAL PROJECTS

GAME OF LIFE SIMULATOR | Website | GitHub
fall 2019 | Ghent, Belgium
- Built a JavaScript application for simulations of Conway's game of Life.
- Implemented interactive features:statistics, heat map and JSON import/export.

MINESWEEPER GAME | GitHub
summer 2019 | Ghent, Belgium
- Built a Java application clone of the popular Minesweeper game.
- Implemented an auto solving algorithm.

SCHOOL PROJECTS

CHROME DINO AI | GitHub
spring 2019 | Ghent, Belgium
- Built a python AI that learns to play the Chrome Dino game.
- Implemented an AI using a generic algorithm.
- Led weekly Scrum meetings and managed project goals.

BATTLESHIP GAME | GitHub
spring 2018 | Ghent, Belgium
- Built a Processing application of the popular Battleship game.
- Implemented different levels of competitor playing algorithms.