

 $\label{thm:composition} Web\ Technologies \cdot Teaching \cdot Artificial\ Intelligence \\ royvoetman@outlook.com \cdot royvoetman.nl \cdot github.com/RoyVoetman$

EXPERIENCE

Software Engineer

Feb 2021 | Jul 2021

 $RDW \cdot Internship$

- Lead a team of 5 software/network engineers to develop self-driving software to control a kart.
- Researched and implemented mathematical concepts from autonomous vehicle literature.
- Devised a redesign for a legacy codebase focused on maintainability and reusability.
- Grade: 10/10, Application stack: UML, C++, NVIDIA Drive, Carla

NoardCode

 \bullet Back-end Developer \cdot Part-time

Jun 2018 | Feb 2021

- Initiated the migration of proprietary packages to open source packages.
- Optimised the runtime of PHP scripts by inspecting Database/ORM calls.
- Application stack: Laravel, PHP, PHPUnit, MariaDB, JS, jQuery, Redis
- Laravel Developer · Internship

Mar 2018 | Jun 2018

- Assignment: engineered an application that extracts ePub files (ebooks) and automatically classifies the content into different categories (e.g. Headings, Paragraphs, Images).

Freelance Web Developer

Oct 2017 | Dec 2019

Learn and Believe

- Developed single page applications ensuring that clients' vision and requirements were met.
- Application stack: JS, Vue.js, JWT, REST APIs

PHP Developer

Sep 2016 | Jul 2017

OSG Piter Jelles · Internship

- Assignment: engineered and presented a web-based election system for the Co-Control Board to audiences including senior executives and stakeholders.
- Application stack: PHP, MSSQL, JS, JQuery

EDUCATION

Hanze University of Applied Sciences Groningen

2018 | 2022

BSc., Information & Communication Technology · Software Engineering Current GPA: 4.0 of 4.0 (US scale), Average grade: 8.8 (EU scale)

Friesland College

2015 | 2018

MBO 4 Application Development

CERTIFICATIONS

VWO Wiskunde B (Mathematics for the hard sciences)

Utrecht University | Boswell-Bèta

https://www.royvoetman.nl/credentials/wiskunde-b.pdf

Aug 2021

Computer Science for Artificial Intelligence

 $HarvardX \mid edX$

https://credentials.edx.org/credentials/b251ddf835104f99ab00a67918f55d04/

Sep 2020

Certified Laravel Developer

Laravel

https://exam.laravelcert.com/is/roy-voetman/certified-since/2020-02-11

Feb 2020

Web Security Specialist

Certified Secure

https://www.certifiedsecure.com/profile/CS-29111671341

Apr 2018

SKILLS

Programming Languages: PHP, JavaScript, C, C++, Java, Python, MySQL & MSSQL Frameworks & libraries: Laravel, PHPUnit, Vue.js & jQuery, NVIDIA DriveWorks

Industry Knowledge: Software Documentation, Agile Methodologies, Design Patterns & Principles

Interpersonal Skills: Public Speaking, Team Leadership, Time Management

Languages: Dutch (Native proficiency), English (Professional working proficiency)

PROJECTS

Blockchain System

Digital Society Hub

https://github.com/hanze-2021-project/ec-node

Co-Engineered a PoC for a decentralised monetary system (building a blockchain from scratch). Specifically focused on cryptography and p2p network communication.

GitLab API Client for PHP

Open Source Library

https://github.com/RoyVoetman/flysystem-gitlab-storage

A PHP package that has over 7.200 downloads on GitHub.

Ancillary Positions

Teaching Assistant

Sep 2019 | Present

Hanze University of Applied Sciences Groningen

- Hosting labs and grading problem sets for Hanze's part-time IT bachelors programme.
 (2021-Present)
- Hosted recitation hours for PGM1 & PGM2, Hanze's introduction to computer science courses. (2020-2021)
- Hosted a weekly study lab session for the web programming with PHP course.
 (2019-2020)

Study Support Instructor

Nov 2019 | Present

 $Study\ Association\ RealTime$

- Hosting exam preparation sessions for all programming related first-year courses.

AWARDS

Finalist Open-Source 911 for Digital Space Challenge 2020

Odyssey Hackathon

Second place in the Odyssey Momentum hackathon, with our team Hanze Rocks 2.0.

Finalist Web Designer Skills Heroes 2018

WorldSkills Netherlands

Skills Heroes is a competition for MBO students.