Ruben van Gemeren

STUDENT SOFTWARE ENGINEERING · DISTRIBUTED SYSTEMS

Stockholm, Sweden

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Education

KTH (Royal Institute of Technology Stockholm)   *Stockholm, Sweden*

M.S.c. SOFTWARE ENGINEERING OF DISTRIBUTED SYSTEMS, GPA: 3.8   *Sep. 2023 - Present*

- Developed and deployed a scalable, serverless machine learning (ML) pipeline for air quality predictions, utilizing Hopsworks manage feature stores and model registry.
- Fine-tuned an open-source Large Language Model (LLM) to act as an intelligent cooking assistant, improving its understanding and recipe generation abilities.
- Implemented algorithms in Scala to achieve increased consistency and fault tolerance when using Conflict-Free Replicated Data Types (CRDTs) in distributed systems.
- Used advanced signal processing techniques to preform speaker diarization on podcast audio data, improving content understanding and quality.

HR (Rotterdam University of Applied Sciences)   *Rotterdam, Netherlands*

B.S. INFORMATION TECHNOLOGY, GPA: 3.0   *Sep. 2018 - Oct. 2022*

- Applied machine and deep learning techniques using Python and TensorFlow to solve complex problems like the Vehicle Routing Problem (VRP).
- Designed and developed an immersive Virtual Reality (VR) application using the Unity game engine for Sogeti, enhancing user experience and interaction.
- Conducted in-depth research on software and hardware requirements to support operational efficiency for the Dutch Royal Army, ensuring alignment with technical and strategic goals.
- Built and deployed a robust web scraper for TNO, enabling automated data extraction and improved information gathering processes.

Work Experience

Spaux formally Helmink IT Solutions   *Ridderkerk, The Netherlands*

JUNIOR SOFTWARE DEVELOPER   *Feb. 2022 - Aug. 2023*

- Developed microservices architecture for real-time public transport tracking, ensuring correctness and low-latency performance.
- Designed intuitive and user-centric Graphical User Interfaces (GUIs).
- Contributed to the architectural design of a new SaaS application in the IT communication domain, focusing on scalability, reliability, and modern development practices.
- Lead the adoption of version control best practices and agile methodologies across the organization, introducing practices such as Kanban board, stand-up meetings, and structured error documentation.

Sultan CRM   *Dordrecht, The Netherlands*

JUNIOR DEVELOPER   *Sep. 2020 - Sep. 2021*

- Modernized legacy codebases by updating them to reflect current development standards, improving performance and scalability.
- Contributed to the development of efficient database systems, supporting data integrity and scalability.
- Worked on workflow optimization by leading team discussions to identify best practices, improving collaboration and efficiency.

Technical Skills

LANGUAGES

- Java, Python, PHP/Laravel, Scala, C#, Javascript, Erlang

TECHNOLOGIES

- Node.js, TensorFlow, Vue.js, Apache Spark

CONCEPTS

- Advanced Distributed systems, CRDTs, Multi-agent systems, REST, Machine Learning, Speech recognition, Agile, AI

Special Interests

SPORT

- 15 years of competitive BMX racing

INTERESTS

- Hiking, Camping, Gaming, Collecting analog music