

# Tristan Schmidt

## Software Developer

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Location	Zuid-Holland, Netherlands

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## Education

**Bachelor Computer Science & Engineering**

September 2022 - June 2025

*Technical University of Delft*

**Relevant coursework:**

- (Object Oriented) Programming, Software Engineering, Agile Development, Testing
- Algorithms, Data Structures, CI/CD, Embedded Software, Web Development

**High School - Stedelijk Gymnasium Leiden**

August 2016 - July 2022

## Experience

**FM Base**

December 2019 - March 2020

*Frontend Developer*

- Created a website page for users to find and filter tactics for the videogame Football Manager.
- Replaced a paid software with the new page and tripled the traffic for that page to over a million monthly views.

## Projects

**Food Ordering Service**

November - January 2024

*Group Project - Grade: 9.4*

- Developed a food ordering microservice in a group of 5 for a university course.
- Used the Spring framework and OpenAPI to build the software, with help of requirement engineering and the scrum framework to guide our teamwork.

**Discord Bot**

December 2018 - December 2023

*Solo Developer*

- Developed a chat bot capable of serving a million requests invoked by thousands of people.
- Maintaining the bot for 4+ years as well as operating the backend, database and server it is running on.
- Rewriting the bot in the Go programming language to make it 20x as efficient, as well as containerising it using docker, and setting up CI/CD for automatic deployment.

**Machine Learning Framework**

May - December 2021

*Main Developer*

- Created and trained a Machine Learning application to classify brain tumors.
- Programmed a custom Machine Learning framework in Golang from the ground up that implements a convolutional neural network.

## Skills

**Languages**

Java, Golang, Javascript, Python, C, C++, C#, Scala, Assembly x86

**Technologies and Frameworks**

Backend Development, Git, MongoDB, PostgreSQL, Testing, Containerisation (Docker), React, Github, CI/CD (Gitops), Machine Learning, Neural Networks, 3D Modelling, Numpy, Unity

**Proficiencies**

Dutch - Native, English - Fluent, German - Intermediate, Swedish - Limited