Alexander **Goddijn**

PHYSICS · COMPUTER SCIENCE · ENGINEERING

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Skills

Software	C/C++, HTML5/CSS, Javascript/Typescript, git, Java, ROS, Node, Express, Angular, React, Linux, Assembly, Julia, Python, Kotlin, Spring, AWS, Docker, SQS, Kinesis, Microservice architecture, Functional programming
Physics	Classical Mechanics, Thermodynamics, Quantum Mechanics, General Relativity, Electromagnetism, Control Theory
Languages	French, Dutch, English (all fluent)

Experience

Palantir FORWARD DEPLOYED ENGINEER | SOFTWARE ENGINEER   *Apr. 2020 - Present London, United Kingdom*

- Started and converted a pilot with a large client in one of the largest growing industries at Palantir
- As technical lead I oversaw the technical strategy of our engagement and managed a small team of engineers
- Implemented several tools used by the client for foundational workflows
- As a backend engineer I worked on the core compute foundations of Foundry and implemented a new user facing feature

N26 BACKEND SOFTWARE ENGINEER AND PRODUCT MANAGER   *Jun. 2018 - Feb. 2020 Berlin, Germany*

- Planned sprints, coordinated and implemented the launch of new card colours, and became primary point of contact for our card issuing provider
- Helped in the design, planning, implementation, and migration of the microservice responsible for card lifecycle management
- Ran sprints, plannings, reviews, and retros as PO of the Bank Core team responsible for core payment services including SEPA

Autonomos SOFTWARE ENGINEER   *May. 2017 - Aug. 2017 Berlin, Germany*

- Worked as part of a team implementing a full stack autonomous driving solution
- Researched the feasibility of integrating certain computer vision algorithms into the perception pipeline
- Wrote a proof of concept for processing and extracting obstacles from stereo data

Axiom Zen / Routific SOFTWARE ENGINEER   *Jan. 2014 - Apr. 2014 Vancouver Canada*

- Did front end design for website application using industry standard technologies (MEAN stack)
- Created automation tools (in Python) for setting up email templates and estimating traffic time which sped up map making

TomTom SOFTWARE ENGINEER AND PRODUCT MANAGER   *May. 2013 - Sept. 2013 Amsterdam, Netherlands*

- Implemented clustering algortihm (k-means) to find common destinations
- Created a design proposal for wearable fitness tracker

Technical Projects

Engineering Physics Robot Competition GROUP PROJECT - SOFTWARE LEAD   *Jul. 2015 - Aug. 2015 Vancouver, Canada*

- Designed and built an autonomous robot designed to pick up and transport stuffed animals for a competition
- Achieved 3rd place and received the highest grade for our product from an extremely competitive pool of 16 teams

Youtube Java Tutorials PERSONAL PROJECT   *Nov. 2010 Amsterdam, Netherlands*

- Created a series of introductory tutorials for learning Java, and very basic Java syntax. The videos have amassed 33,000 views and a lot of positive feedback

Education

University of British Columbia B.SC. IN COMPUTER SCIENCE AND PHYSICS 82% AVERAGE   *Sept. 2013 - May. 2018 Vancouver, Canada*

- Science One (Physics, Chemistry, Biology, and Mathematics)
- Engineering Physics (Electrical, Mechanical, and Computer Engineering. Fundamentals of mathematics and physics including Probability, Statistics, applied PDEs, Linear Algebra, Control theory, Thermodynamics, Quantum Mechanics, and Electromagnetism)
- Computer Science (Scientific Computing, Data structures, Algorithm analysis, Software Engineering, and Machine Learning)

International School of Amsterdam FULL IB DIPLOMA   *Sept. 2008 - Jun. 2013 Amsterdam, Netherlands*

- Final score of 38/45, HL Maths, Physics, Chemistry

Hobbies

Sailing

- Planned and captained a trip from Amsterdam to Stockholm with a crew of 4
- 12 days of sailing, including overnight sail and navigation
- Solved hydraulic failure issue

Car racing (GT3 Cup)

- 3rd place in the 2022 GT4 Porsche Sprint Challenge Benelux
- 8th place in the 2023 GT3 Pro-Am Porsche Sprint Challenge Southern Europe